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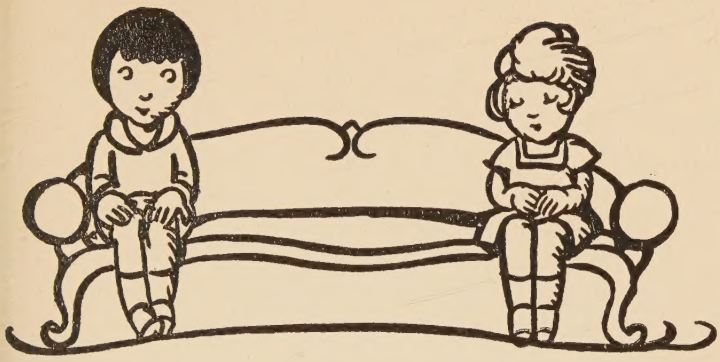

MY BOOK OF PARTIES

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BY MADELINE SNYDER
DRAWINGS BY ERICK BERRY

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1929

GARDEN CITY, NEW YORK
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1929

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To

Grace Hatch Childs

WHOSE OPTIMISM AND FRIENDSHIP
WERE THE INSPIRATION FOR
THE CHILDREN'S ENTERTAINMENT
BUREAU

CONTENTS

	PAGE
The Reasons for a Party Factory	1
Suggestions for the Leader of a Children's Party	4
Suggestions for the Successful Party	8
A January Party	11
The Month Party	20
A Pirate Party	26
St. Valentine's Party	36
Patriotic Parties	42
A Silhouette Party	47
A Mad March Hare Party	53
An Easter Party	59
A Card Party	65
An Ad Party	70

PAGE

A Geographical Party 75
A Star Party 80
Outdoor Summer Parties 85
A Travel Party 91
A Gypsy Trail Party 95
A Shipboard Party 100
A Circus Party 106
A Hallowe'en Party 113
A Bird Migration Party 122
A Horse Party 130
A Pilgrim Fathers Party 136
A Jack Frost Party 142
Parties for Younger Children 149
A Mother Goose Party 155
Parties for Young People 161
The Difficult Party for Mixed Ages . . 169
Impromptu and Rainy-Day Parties . . . 171
Forfeits 173
Indexes of Games
  Alphabetical Index 177
  Index According to Ages of Players . . 185

MY BOOK OF PARTIES

THE REASONS FOR A "PARTY FACTORY"

IN THE last few years people have taken an intense interest, not only in the schooling of the child, but in forming his character and temperament. It is now understood that the child's character and habits are formed in the first few years of his life. Therefore, everything done for the child in these years is essentially important.

Dr. Ferenczi, the well-known psychiatrist from Budapest, who has been lecturing in America, says that careful observation shows that the habit of happiness is formed in childhood. He contends that an optimist is someone who has had a happy childhood and, therefore, wishes to repeat the same set of experiences in his adult life. To have a happy race of men and women we must, therefore, provide the right sort of entertainment for our boys and girls.

What better way of socializing children is there than at children's parties? A children's party should not be merely a flurry of an afternoon, for it is the key to the child's future well-being and the greatest social force in childhood. It is a happy augury for America's future that fathers and mothers are taking the child's play seriously. Of course, every mother wants her daughter to be a successful hostess, to have ease and charm of manner, so she must give her girl opportunities to start in childhood. To make your son a leader of men he cannot begin too young to feel a responsibility toward other people.

An estimate has been made and it is found that New York women spend nearly a million dollars a year on children's parties, so it is no wonder that a new profession is springing up, that of directing these parties and acting as a consultant for mothers wishing to give parties. Women, recognizing the importance of giving a happy sort of party, come to our "Party Factory" seeking suggestions for their parties, just as they would consult a doctor about the child's health. Mothers have begun to realize the importance of guiding their children's play, and as most women are so busy nowadays, either with a job of their own or with various committees for whose workings they are responsible, they feel, when entertaining children, the need of a specialist in that line.

In the last few years the principals in many of the leading schools in New York have been urging mothers to give the sort of parties where the children take an active, not merely a passive, part. It is not that they disapprove of trained animals, Punch and Judy shows, magicians, and so forth, but that, in all such entertainments, the children are largely passive, doing nothing actually themselves. So, if mere entertainment can be combined with games and contests, it is a much more wholesome way of amusing children.

It has been my experience, after five years of running a Children's Entertainment Bureau, that all sorts of people are eager and grateful for suggestions about novel games and ways of entertaining. In this book I have tried to give only practical suggestions and no elaborate parties or games that take hours in preparation. I may add that every one of the games I describe has been tried out at parties I have given and proved successful.

SUGGESTIONS FOR THE LEADER OF A CHILDREN'S PARTY

THE assistant director of games in the New York public schools, Jessie H. Bancroft, says: "A sympathetic understanding of children, of their character and motives, is needed to be a successful leader of children's play. A director of children's play should never consider it beneath her dignity to show a childish zest for games."

The management of children at a party requires far different psychology than at school or at home. At a party the main object is to entertain the greatest number, and any obstreperous child should be dealt with by flattery rather than in that more drastic and less pleas-

ant method used at school. The difficult child must be made, at any price, to do as the others and not upset the smooth running of the party.

It is the mothers of many of them who are more troublesome than the children. Why treat children as though they were deaf and wholly without feelings? Think how we grown-ups would feel if the children came to look on at our parties and talked over our heads about Susie Smith and the circus, as I have heard mothers talk about Walter Hampden and John Barrymore in *Hamlet*, and wonder if the party they were to attend the next night would be worthy of their sending to the bank for their jewels.

Let the children feel that they are important and that you think them worthy of consideration just as you do grown-ups, and they are sure to respond by being self-reliant, coöperative, and useful members of the group. Let the child giving the party have as much responsibility as possible. If he is old enough, let him write his own invitations. By all means have the kind of party your child wants—the sort of games he wants to play, or the type of entertainer he is longing to see—and consult him about the table decorations and the favors. Tell him how much can be spent, and let him feel it is his right to decide what sort the party is to be. Some mothers, when they come to see us, bring their children along, while others consult them when they get home.

It is these mothers who seem to have the happiest families and most contented children.

When the day comes let the child be hostess and the mother merely a background. I went to a party the other day where, before the small guests came, the mother spent ten minutes telling her daughter how shy she was, and as soon as a guest would arrive the mother would nervously say, "Now, Gertrude, who is this? Has the cat got your tongue? I don't know how I am ever to know who these children are unless you speak up." Needless to say, Gertrude did little "speaking up."

The nice children always seem instinctively to know enough to introduce the leader to the children, though I have been surprised at the number of mothers who expected the leader to run the party without knowing the names of any of the children. Again, children react as do grown-ups. It is the especially endowed hostess who can remember and call people by their correct names; and if, at a children's party, you make a practice of always catching the first name and calling each child by his or her name, the children feel flattered; you seem to be a friend valuing their personality, and they respond at once. If you can say, "Oscar, I wonder if you would come and be the Farmer in the Dell," you arouse enthusiasm and instill a sense of responsibility in a child, which the other method, of saying, "Oh, I do wish that little boy with the plaid tie would come

here and be the Farmer in the Dell," does not. When a child grows restless and says, "Oh, I know a game to play," or, "I don't like this game," you know that child feels he is not getting enough attention. We all have friends of a similar mental build, with a heavy thirst for attention and who, failing to get it, go around with a Yule log for a chip on their shoulders. Now children have the same sort of egos and a party is no place to begin their education for a nobler nature. It is an S O S case, and when a child breaks into a game with this sort of interruption, you, as leader, must make him feel he is interrupting but that in a moment you will give him your attention. At the first opportunity make him a captain of a team or give him a leading rôle to play.

If you have the knack of being a pleasing hostess for your grown-up friends, you will have no difficulties with children. Treat them, manage them, just as if they were grown up. It is wonderful how promptly they respond to this touch. For the rest all normal children come to the party with the idea of having a good time, and if there is someone there who keeps them interested and entertained, it is simple.

SUGGESTIONS FOR THE SUCCESSFUL PARTY

DON'T wait to play a game until all the guests arrive. It is apt to give the children an opportunity to get bored, or so lively that they are weary and out of hand by the time you begin the party. Start as soon as four or five have arrived. You can always give them something to play with: puzzles, or plasticine, or mosaics; or else play hide the button, spin the platter, or some sort of trick game. Don't start the main game for the afternoon until you have at least three fourths of the expected guests.

Never play Pin the Tail on the Donkey, or similar games, when you have a group of more than ten players, as the turn of each individual player comes so seldom the children get bored, then restless, then out of control.

Don't ask the children what game they would like to play. Have your games all planned out with enough excess material in mind to vary your program to suit the type of players you have to amuse.

Never urge a child to play. If he doesn't want to join in, leave him alone until the game is well under way, then ask him again, and if he refuses just let him sit alone. Teaching the penalty of unsociability is very necessary.

Vary your games—a lively one, then a quiet one, an active one, then a writing one or sitting-down game. Always plan a quiet game before you serve supper.

Never telephone your invitations to a children's party. Children love mystery and appreciate an alluring, mystifying invitation. From our earliest stages we anticipate our good times, and an invitation brought by the mail man gives enough pleasure to repay its sender for the extra time and trouble.

Don't make many rules, but be sure to enforce any you do make. Children take advantage of a vacillating person.

Above all, be impersonal, detached. Do not allow the children to fawn on you. Affection is service; let them show it by their coöperation in play and watchfulness of your wishes.

For favors in the Jack Horner Pie, it is never necessary to have expensive presents; rather try to get something novel and amusing. Everyone knows some little shop or good Five and Ten Cent Store where constant vigilance will be rewarded with occasional novelties. If all

other suggestions fail, noise makers in odd shapes and with strange sounds are an invariable success.

Also, let me say a word about prizes. If there are to be expensive and lovely prizes, there must also be very careful and fair judges when it comes to awarding them. It is so easy to become flustered when a group of children are racing, and not be quite sure who won, and this results in a tragedy if the prize really amounts to much.

For blindfolding a player, use a man's handkerchief with a large strip of cotton in the folds. Then there will be no possibility of peeking.

In place of a sheet of paper for writing games, use a thin piece of white cardboard. It is much more satisfactory, for paper is thin and hard to write on without a table or some sort of rest.

A JANUARY PARTY

AT NEW YEAR'S, when all the fourteen- and fifteen-year-olds are home for the holidays, they want a dance. Send out invitations written on red paper with silver ink. Or use red ink on white paper with red edges.

Come to our party to sup and dance,
Come at 6:30 to eat and prance.

Come dressed as a clown or peasant maid,
Or what you will in masquerade.

Come to the Club, and don't be late.
January 7th is the date.

When children get to be fourteen they are much more observant than they were a few years back, therefore it pays to spend time and thought on decorating your rooms. The prettiest Christmas party I have seen, that was done inexpensively, had the walls of the dancing room hung with red cheesecloth. Arrange the cheesecloth as though it were curtains at a window tieing it back with the silver tinsel that we use to trim Christmas trees. In the space between the curtains place an untrimmed Christmas tree or, if you do not wish to go to that expense, a huge cluster of holly may be tacked to the wall. All the chandeliers are hung in many strands of the silver tinsel, and, if the room has a high ceiling, yards of red cheesecloth are draped from the sides of the room to the chandelier. The festoons break the height of the room. Cover everything with the silver tinsel. The lights should be very soft. If it is possible to have candlelight, use bright red candles in the candelabra and in the candlesticks.

In the dining room, or wherever you are serving the supper, carry out the same scheme of decoration. If you are having small tables, have a red candle in the center of each and a gay red cap at every place.

If it is to be a supper dance, I presume you will serve at six-thirty or seven o'clock. Almost any simple supper such as you would serve for grown-ups is suitable for children of this age. I would suggest this menu: oyster

soup, olives and celery, buttered nut bread, cold turkey, cranberry sauce, a choice of potato salad or fruit salad, and, for dessert, vanilla ice cream in the form of a white rose and placed in the center of green and red spun-sugar baskets. Little individual cakes are the prettiest and most economical.

If you are serving supper about ten o'clock you will want one salad, fruit salad for instance, bread-and-butter sandwiches made of graham and white bread, and chocolate to drink, followed by ice cream and cake. Remember that food is still a very important part of a party to the fourteen- and fifteen-year-olds.

Cotillions are coming back into favor once more, but the stately old figures of twenty-five years ago are not popular in these fast-moving times, so we have planned some new figures.

Figure Dances

We have found twelve-figure dances to be about the right number for one evening. The number of the figures that you have formal and the ones that are informal vary with the ages that you are trying to entertain. I will give you a list of the ones that I have found successful and let you choose:

Figure 1. The leader forms three circles of four each. The groups circle around until the leader blows his whistle. The circles break up and each couple chooses

another couple from those not dancing to form another circle, making six circles on the floor. Go through this process until all of your guests are formed in circles of four. At a final whistle they break up and dance.

Figure 2. All the guests are formed in one big circle. The leader asks everyone to take hands. He then breaks the circle and begins winding into a snail, beginning on the outside and going in. When all are wound up, they lift their hands so that the leader can get out. He unwinds the snail and at a signal each girl dances with the person on her right.

Figure 3. Potato Race: Ten girls are placed at one end of the room and twelve boys are made to run a potato race. Pans are put down before the girls and the boy who carries three potatoes on the end of a spoon from the other end of the room and places them in a pan in the shortest time has first choice of a girl. The second has second choice, and so on. The two boys who are left have to dance by themselves and are allowed no partner till the end of that dance.

Figure 4. Four girls are put in each corner of the room; eighteen boys make a circle in the middle of the room. When the leader blows his whistle, the circle breaks and the boys rush to the corners to choose a girl. The two boys who are left out must dance together and are not allowed a girl partner during that dance. You continue this figure till all the guests are on the floor.

Figure 5. Each of the girls is given a flashlight and the lights of the room are turned out. The girls choose their partners by flashlight.

Figure 6. Then the regular grand march, where the guests march about in single file, then couples, then fours, and then eight abreast. The leader breaks them up into couples for dancing.

Figure 7. Two circles are formed, one of twelve girls with a boy in the middle, and one of twelve boys with a girl in the center. At a signal, each of the centers orders one dancer out of the circles. These two must dance together. When the circles are used up, others are formed until all the guests are on the floor. The two center dancers are partners at the end of the figure.

Figure 8. Twelve of the girls are seated in chairs and each is given a mirror. Fourteen of the boys walk behind them, and when the girl sees the boy she wants as partner she lowers the mirror, the boy stops, and they dance off together. This continues till all the guests are on the floor. The two boys not chosen must dance together.

Figure 9. Each boy chooses a partner and ties a balloon to her ankle. The stags must try to break the balloons. Anyone who succeeds takes the girl from her original partner. Any boy who is able to keep his partner's balloon intact is given a prize.

Figure 10. The boys are put at one end of the room,

all facing the wall. At a signal from the leader, the girls rush and choose a partner.

Figure 11. Each of the girls takes off one slipper and all the slippers are put in the center of the room. The leader blows a whistle, and the boys rush and grab a slipper and hunt for the girl who is wearing its mate.

Figure 12. A sheet is hung between two folding doors and the girls stand behind it. The sheet should be just high enough from the floor to show the girls' slippers. The boys form a line and walk in front of the sheet, choosing a partner from the slippers.

Figure 13. Again using the sheet, the boys stand behind it and extend their hands over the top. The girls walk by in front and choose a partner from the hands.

Figure 14. Duplicate slips are made with the names of different animals making a particular sound: lion, tiger, cat, dog, donkey, sheep, chicken, duck, rooster, hyena, horse, cow, pig, etc. The boys are expected to get up in turn and make a noise like that of the animal they have drawn, and the girl who recognizes the sound of the animal on her slip claims the boy as her partner.

Figure 15. The names of famous lovers are written on slips, the names of the girls being given to the boys and the names of the boys to the girls: Romeo and Juliet, Antony and Cleopatra, Héloïse and Abélard, Desdemona and the Moor, Darby and Joan, Ivanhoe

and Rebecca, Dora and David Copperfield, etc. Boys and girls hunt their mates for partners.

Favors

Of course a cotillion means favors. There should be one nice one for each girl and boy and then many funny ones. When planning to buy your favors, make up your mind first of all exactly how much you want to spend for them. Buy your funny favors first; then you will know how much you have left to spend on your nice favors. We have found puzzles to be most successful for funny favors. There are all sorts and kinds to be bought; from little round pictures of Harold Lloyd, which you shake to see if you can get his glasses on his nose, to getting a red fish out of the sea and into a trap. Still more elaborate games are made for tossing colored celluloid rings on to stakes of corresponding colors.

Another successful combination of favors is to give the boys black paper derbies, such as Charlie Chaplin wears, and a Charlie Chaplin cane, while the girls are given flashlights. The lights in the room are turned off, each girl lights her flashlight and hunts her Charlie Chaplin!

Buttonhole bouquets for both boys and girls are popular favors; or any sort of funny paper hats and pretty colored paper wands for the girls, and noise makers, pop guns or rattlers, for the boys. Japanese parasols or

powder boxes or enameled memorandum pads also make attractive favors for the girls; while for the boys, calendars, knives, or pens are sure to be useful. It never seems to me that the selection of attractive favors is as important as the choosing of the funny ones. Three or four unique favors will add materially to the success of your party. We have run across some mysterious little pocket mirrors which, when you blow on them, show a picture of a donkey, or pig, or camel, and bring much entertainment and amusement with them. Time is well spent in looking around before you make your final choice of favors.

The Leading of the Cotillion

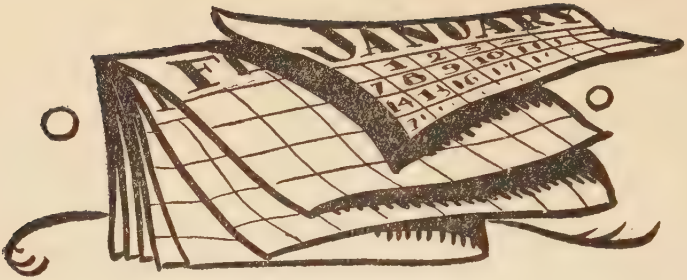
Of course, leading a cotillion these days does not involve the same sort of generalship required twenty years ago. All the precision and strict formality have been taken out of dancing parties. Neither young nor old will sit around the walls for an hour awaiting their turn to dance. There must be more speed and more amusement put into the cotillion if it is to regain its popularity. However, the good leader is just as necessary now as he was in those bygone days; so be quite certain that you have at least two boys with enough magnetism and force to make the others do as they direct, or don't attempt a cotillion!

Begin the evening with formal figures. Don't have

two figures successive of one type. The leaders must carefully go over exactly what they are going to do, that there may not be too much time spent in waiting around for something to happen. For example, have young people of fourteen or fifteen start off with Figure 4. Then try either Figure 8 or 5. Then choose one of the informal game figures; then either 11 or 13. Then go back to either Figure 2 or Figure 4; then Figure 9 or 12; and so on, alternating between the lively ones and the formal ones. Never permit a time when there are many guests not taking part in the dances.

Suggestions

If these various figures take more trouble in planning than you care to give, just put in one or two of the amusing ones, such as 11 or 13. If you want to give a number of favors and do not care to have separate dances for them, have a red tarlatan stocking for every girl and a green one for every boy, since it is to be a party near Christmas time. Put into each girl's stocking a nice favor, let us say a powder box, then add a noise maker and a gay wand or parasol. Into the boy's stocking put a knife or calendar, a noise maker, and a Charlie Chaplin cane, or magic mirror. At a signal from the leader, the girls favor the boys with a green stocking, and during the next dance, the boys favor the girls with a red stocking.



THE MONTH PARTY

THE Month Party can be given at almost any season, although January would be the most appropriate time. In January, one could write the invitations on the backs of pretty little calendars, using this verse:

The months of the year
Are gathering here
On January eleven.
'Twill be a delight,
A right merry sight,
To greet you at seven.

Guessing the Months

The first game is Guessing the Months. Place around the room, not too conspicuously, twelve different objects representing the months of the year. For example: January, a baby doll; February, a heart; March, a sym-

bol of St. Patrick's Day—a potato, a green hat, or a shamrock; April, an umbrella or a jester to represent April Fool's Day; May, a picture of the Queen of the May or a May pole; June, a bowl of roses, a picture of a rose garden, or a doll dressed as a bride; July, firecrackers; August, boats, or dolls in bathing suits, or a bucket and shovel; September, schoolbooks or slates; October, some symbol of Hallowe'en; November, a turkey; December, a Christmas tree or Santa Claus. The children are given paper and pencil, and, as they go around the room, they hunt for the different symbols, trying to identify them with the proper month, and writing their guesses on the paper. The child having the greatest number of correct answers wins a prize. A time allowance, depending on the age of the children, should be given for this game.

If the party is given for twelve- or thirteen-year-olds, make the guessing a little harder. For January have a copy of Shakespeare's *Twelfth Night;* for February, a picture of Mt. Vernon, or a hatchet, or a cherry tree, or a picture of the cabin in which Lincoln was born; for March, a lion and a lamb; for April, I am afraid there is not much but an umbrella or a jester; May might have a book of hints for gardening; June seems to demand roses or a bride; and July a patriotic display; August, summer resort suggestions; September, either a picture of a country school, or a college banner; October, sym-

bols of the harvest—corn, pumpkins, autumn leaves; November, a picture of a Puritan, or a little Puritan doll; December, a reindeer.

Ice Cakes

Now come the games of the seasons. First is a winter game: Crossing the Ice. You will need three or four large sheets of isinglass. Put these on the floor several feet apart. The children march in single file around the room across the ice cakes, while the leader plays the piano or victrola or claps her hands. When the music or clapping stops, any player who is on an ice cake must drop out of the game. This goes on until only one child is left and that child wins the prize. The children usually like to play this game two or three times.

Flower, Fruit, or Vegetable

For a spring game, I suggest a variation of Spin the Platter. The children make a ring and sit on the floor with the leader in the center. Instead of using "bird, beast, or fish," the leader uses "flower, fruit, or vegetable." If the children are very young, just use two classifications—flower and fruit. For example, the leader points to a child and says, "Flower. One, two, three, four, five, six, seven, eight, nine, ten." If the child names a flower before the leader reaches ten, he takes the leader's place in the center of the ring and continues

the game. No player is allowed to use a flower or fruit or vegetable that has already been named. Something new must be mentioned every time.

Indoor Croquet

For a summer game we use Indoor Croquet. The leader chooses two children to be captains and these captains choose their own teams. A tape is used to mark off a goal at either end of the room. A croquet arch is placed in the middle of the room. You will have to have little wooden pegs made to hold your croquet arch steady on the carpet. If the floor is bare you can use gummed tape to hold it. Each team is provided with a small celluloid ball of a different color, and a light cardboard fan. At a signal from the leader, a player from each side starts to fan his ball down the length of the room, through the croquet arch, and on to the opposite goal. The player who reaches the opposite goal first wins. The winners play off each other until one child has vanquished all the others and is given a well-earned prize. The single rule of this game is that if the player's fan at any time touches his ball he must carry it back to his own goal and start over again. This is one of the games requiring very careful watching on the leader's part to be sure that all is fair. In fact, it is better if there are two people umpiring—one to watch each side.

Squirrel and Nut

For the autumn game play Squirrel and Nut. The children form a circle; the leader choosing one child to be the squirrel and stand outside the circle, and one to be the nut and stand inside. The children are to protect the nut from the squirrel who seeks to capture it for his winter storehouse. One minute is allowed by the leader for the squirrel to catch the nut. If he does not succeed in that time, the nut may choose two other children to be squirrel and nut. But if the squirrel does succeed, the choice of the next two players is his.

The Table

No matter what else you have for the table or at what season of the year this party is given, you must have calendars for place cards. For the center of the table something suggestive of the four seasons should be used. For instance, arrange a big round platter in the following way: fill one quarter with fruit and nuts; another quarter with cotton covered with artificial snow; another, with imitation grass such as you can buy at all children's toy stores, with little artificial spring flowers stuck in it; and the last quarter cover with a blue blotter with paper sailboats pinned to it, or with sand dotted with tiny figures in bathing suits. Tulle ribbons extending from this centerpiece should be orange and tan for autumn, green and white for

winter, pale yellow and lavender for spring, and deep blue and orange for summer. For candy boxes it would be attractive to have either celluloid or china dolls dressed to represent the different seasons of the year. For winter, they would need muffs, hats, and red coats; for spring, gay gingham dresses; for summer, bathing suits; and for fall, little plaid dresses and hats for school. These dolls should be pasted on small round candy boxes, one at each place. Mottoes may be purchased that are made to look like paper dolls. They come in blue, yellow, green, and pink, so the colors suggest the different seasons of the year. Dennison's make a border paper about seven inches wide with four different pictures of children skating for a winter scene, gardening for spring, bathing for summer, and with schoolbooks for autumn. This paper may be pinned around the edge of your table like an apron, and adds to the decorative scheme. It may also be laid flat on the table in strips. Use a plain white paper tablecloth as a base.

A PIRATE PARTY

A PIRATE PARTY is an unfailing success with every age of child. Invitations are written on black photographers' paper with white ink. The paper comes in big sheets. The simplest way to make it into invitations is to take a small envelope, tear it open, place it on the black paper and draw around it with a white lead pencil. Your pattern is then cut out and folded into an envelope. Your invitations are cut into little squares to fit into that envelope. Here is a rhyme for these invitations:

On Thursday the 19th, at four, we embark,
And we bid you come promptly to join in our lark.
We'll be off to hunt treasure, seek diamonds and gold,
So come dressed, if you please, as a pirate most bold.

A Pirate Party requires only the simplest of costumes. Mothers get tired of planning for costume parties, but all you need for this one is a bandanna handkerchief, a little grease paint, curtain rings for earrings, a white blouse and dark bloomers, and floppy pirate boots made of black oilcloth. Cut and make the latter on the child, with a broad, turn-down cuff, which may be painted red to give a dashing effect.

The Treasure Hunt

Arranging the Treasure Hunt is indeed a task for Mother or whoever does it, but when you see how thoroughly the children enjoy themselves you will feel repaid for all your bother.

The Treasure Hunt should be arranged several hours before you expect the children. Two people are needed to work it out.

Say, for example, you are expecting twenty children. Divide your group into couples. Allot to each couple a different colored paper (squares of colored kindergarten paper are the simplest things to use). Suppose Tom Jones and Edgar Allen are partners and you choose the green paper for them. Write their names on one side of the paper and the first direction on the other side: "Look in a scrap basket." The first slips for all the players are kept in a box on the table and handed to each couple at the beginning of the game. In the scrap

basket you put another slip of green paper, with another direction which might say, "Under a radiator." Under the radiator you put a third slip of green paper which reads, "In a bath towel." On the next slip you might say, "Under a red chair." Then, to fool them a little, if there is a doll's house or doll's furniture in the house, put the fifth slip under one of those chairs instead of in the living room.

There should be about seven places for each couple to hunt, before the treasure is found. You can make these prizes simple or elaborate, just as you desire. The way most in keeping with the whole idea of the treasure hunt is to use little gold or silver paper chests or wooden chests. Have one for each child. Fill each chest with pearl beads from the Five and Ten Cent Store, some bright new pennies, a piece or two of Five and Ten Cent Store jewelry and one nice present, such as a flashlight or knife for the boys, and a little vase for the girls.

Here are several sets of directions for the Treasure Hunt:

1st couple, Tom Jones and Edgar Allen, green paper.

1st	slip	Scrap basket
2d	"	Green book
3d	"	Bath towel
4th	"	Fireplace

5th slip Desk drawer
6th " Red chair

2d couple, Ellen Smith and Jane Adams, yellow paper.

1st slip Back of curtain
2d " On a bureau
3d " Under smallest rug in house
4th " On a shelf
5th " Around a bed
6th " Back of a door

3d couple, Jack Wells and Alice Beck, blue paper.

1st slip In a green magazine
2d " In a small box
3d " Under green chair
4th " Under a pink cushion
5th " Under a cake of soap
6th " In a desk

4th couple, Ben Keats and Harry Wall, striped paper.

1st slip Under a tray
2d " Around a map
3d " Under a sofa
4th " Around a clock
5th " Near a fireplace (either in wood basket or fire tools)
6th " In a case

5th couple, Lucy Brooks and John Brown, gold paper.

1st	slip	On the stairs (half hidden by stair carpet or in railing)
2d	"	Around a radiator
3d	"	Under largest rug in the house
4th	"	In book called *Just So Stories*
5th	"	Near a lamp
6th	"	Back of the largest book downstairs

These directions are merely suggestive and will instruct in the method of playing the game. In case you do not wish the children to go in a certain room, close the door of that room and hang up a sign, "No Admittance."

Keep a list of the hiding places for reference, so the children who become confused can come to you for help. Be sure to tell them that they must take only the same color paper as the one they start out with. If they find another color they must not touch it. One may use the same hiding place for more than one couple. In fact, it is almost impossible not to repeat if you are playing this game in a city apartment.

Treasure Ship

You will want a quieter game after such a lively one. This game, of course, depends a great deal on the age of the children. If they are old enough to play a writing

game, such as Advertising Yourself, on page 73, or Words, as on page 45, this is an ideal time for these games. Play Treasure Ship if the children are too young for a writing game. Choose two children to stand in the center of the room. Call one Long John Silver, the other, Captain Smollett. These two are supposed to go off to hunt treasure. They select one child to be a cannon, one a cutlass, one for a cook, the first mate, the parrot, anything at all that they think they might need for a piratical quest. The children they have chosen for the different objects get up and stand behind John Long Silver and the Captain. Then the leader tells a story about the pirate ship and all on board and has the players walk around the room to start on their journey. She then says they sight land. They start to get off the ship. Long John Silver and the Captain arrange everything for the landing. They say where the children representing the guns, the parrot, the cook, the mate, the cutlasses are to be placed in the different parts of the room. The leader tells about the pirates going off to find the treasure, making a story in which all the children take part. The game is acted out like a little playlet.

Chasing the Pirate

For the third game, play Chasing the Pirate. The children make a circle. One child is chosen to be the

pirate and stands in the middle of the circle. Another child is chosen to be the policeman and stands outside the circle. The object is for the policeman to try to catch the pirate. The pirate tries to escape. The policeman is given one minute to catch him. The children all try to protect the pirate from the policeman. If the policeman succeeds in catching the pirate in the minute's time, he is allowed to be the pirate next time. He then chooses whom he would like to be the policeman. If he does not catch the pirate in the allotted time, the leader chooses a new pirate and a new policeman and the game is continued.

Walking the Plank

Just before supper the leader announces that she is very sorry, but the hostess is quite cruel and says the guests must walk the plank before supper is served. Any pirates who succeed in swimming back to the shore may have their supper. One child at a time is taken out of doors or in another room where the leader has arranged a plank, one end of which is lifted from the ground about a foot. Just below this end is a pan of water. The child is shown the plank and water and is told that when the leader has blindfolded him he is expected to walk the plank and jump over the pan of water. Of course, the trick is that as soon as the leader has blindfolded the child and started him down the

plank, she takes away the pan of water so that there is no danger of any wetting. When each child has finished walking the plank, he is allowed to stay and watch the trick played on the others.

The Table

Table and decorations should be in keeping with the pirate idea. Use strips of red and black crêpe paper as a tablecloth. For the Jack Horner Pie have a black cardboard pirate ship with red crêpe paper sails with skull and cross bones. A paper parrot should sit on the topmost mast. The candy boxes may be little ships made to match the big ship and the hats black cardboard tricorns, with skull and cross bones in the front. It is fun to use the hats as place cards and write below the skull and cross bones, "Pirate Jones," "Pirate Smith," "Pirate Wells," or whatever the child's name may be. For the favors in the Jack Horner Pie, have either rubber daggers or small toy telescopes. The children will have their nice favors at the end of their treasure hunt so you want amusing favors in the pie..

OUTDOOR PIRATE PARTY

For an outdoor Pirate Party follow the same rules as for an indoor party, except that you can entertain at least three times as many children out of doors as indoors. I have had an outdoor Treasure Hunt for as

many as seventy and had it a success. Let me caution you about one thing. At an outdoor Treasure Hunt there is so much more space to hunt in, and such a variety of different directions can be given, that you should be careful not to be too vague. For instance, if you have a shingled house, don't have one direction read, "Under a shingle," unless you want the house pulled apart. Or, if you have a number of apple trees, don't say, "In an apple tree." If you can say, "the largest" or "the smallest" apple tree, or an apple tree in the orchard or the yard, your directions will be clear. Let me give you an example of one outdoor hunt.

Your first direction (this is for ten-year-olds or older) might read, "Hunt for a red, red rose."

Second slip, "On the stone wall by a yellow hollyhock."

Third slip, "Under an orange cushion" (on a chair on porch).

Fourth slip, "Around the dog-kennel."

Fifth slip, "On a white gate."

Sixth slip, "On a honeysuckle vine."

Directions for another couple might start, "On the outside of the barn." (Stick the paper in plain sight in a door or window of the barn.)

Second slip, "Around the stoop." (Stick the paper under the steps or the benches on the porch.)

Third slip, "Under a can of paint."

Fourth slip, "Among the garden tools."

Fifth slip, "By the grapevine."

Sixth slip, "On the tennis court."

Directions for a third couple might read, "In a white peony." (Stick the slip into the heart of a big peony so that just a little of the paper shows.)

Second slip, "In a lilac bush."

Third slip, "In a geranium border."

Fourth slip, "Back of a house shutter."

Fifth slip, "In the brick border of the garden path."

Sixth slip, "In the apple tree nearest the house."

ST. VALENTINE'S PARTY

The Invitation

AS THIS is a children's party, a red cardboard heart in a red envelope will not seem banal. Use white ink and say:

We are having a party St. Valentine's Day,
So please do be sure to come over our way.
We are searching to fathom our heart's fondest fate,
So won't you please kindly remember the date?

The address and the name of the hostess are written in one corner and the hour in another.

In the hall, or wherever the hostess is receiving the guests, have a huge red heart made of light cardboard. Directly in the center of the heart, cut out a small heart-shaped hole just large enough for a small hand to reach in. When the hostess greets her guests, she invites each one to put his hand in her heart and he will discover how much she loves him. Have the heart stuffed with

little packages containing peppermint hearts done up in cotton wool and tied with red ribbon. Or in place of candy hearts have gay Valentines that have amusing sentiments written on them. If you are entertaining an older crowd, have funny Valentines, so that there will be a joke for each person. Or you could have a tiny present for each one: a toy automobile, such as comes at the Five and Ten, an immense diamond ring, a lucky shoe, a gold horseshoe, a pocketbook filled with paper money, and so on.

Valentine Games

Nowadays you can buy small cardboard hearts in a variety of colors—red, green, silver, gold, white, pink, and so on. Also, they come in all different sizes and proportions. There are hearts made of woollen material, sandpaper, candy hearts, and so on. Have two small trees, one at either end of the room, and on each tree hang one heart of each kind. When everyone has arrived, divide your players into two groups. One group is told to choose a heart from the tree at the left-hand side of the room, the other group to choose a heart from the tree at the right-hand side. Partners for the occasion are found by matching hearts.

Heart's Desire

The first game the couples play is Heart's Desire. After a short consultation, the leader calls on one couple

at a time to give in pantomime their hearts' desire. The onlookers are requested to guess what the players' hearts' desire is. If no one can guess, you fail to get your heart's desire. If you can act so well that the others understand your pantomime, you are sure to win your heart's desire.

Heart's Fate

Next, the hostess has prepared a basket containing red cardboard hearts, on which, in white ink, she has written the various fates of her guests. One will say, "You will be a teacher"; another will say, "You will be a golf professional"; another, "You will be a typist"; and another, "You will be a taxicab driver, a writer, an actor, an opera singer, a pianist, a violinist, a seamstress." The hostess passes her hearts out one at a time. The player must get up and act his part. For example, if a girl picks out a heart that reads, "You will be a typist," she must make the motions of typewriting until the players guess her occupation. Each player should have a turn.

The Shape of Your Heart

Ask the players to make a circle. Make each child put his hands behind his back. Then give to each a square of bright red kindergarten paper. At a signal from the leader the children try to tear out a paper heart. Of course you may not get anything that looks like a heart, but

there will be something to laugh over. A small prize is awarded to the paper that does look most like a heart. The children usually like to play this game more than once. It takes them time to catch on to the idea.

Heart's Desire Hunt

For an older group of children, it would be amusing to have a Heart's Desire Hunt. Follow the directions given for the Treasure Hunt in "A Pirate Party" (page 27), only, instead of hunting for treasure, say that the St. Valentine's guests are searching for their Heart's Desire. In place of a treasure chest, use a heart-shaped box containing something appropriate to each guest. For example, a girl who loved horses or dogs should have a miniature horse or dog; a bookworm, a book; a social young lady, a powder box or vanity bag; one who aspires to be an artist, a box of paints; one who wants to travel, a little diary called "My Trip"; a landscape gardener, a bunch of flowers.

Poetry

Another game for an older group is to see who can write the best Valentine verse. Eight minutes is given for the composition of the poems, which are then read aloud in turn and voted on for the prize.

Have a Heart

If you are so fortunate as to have a blackboard, it will be the best thing for this game. Otherwise, use a huge

piece of substantial wrapping paper. The blackboard, or the paper, is secured to the wall at one end of the room, and each player in turn is given a piece of red crayon or chalk. He is then blindfolded and asked to draw a heart on the chart and write his name inside. The one drawing the most perfect heart should receive a prize.

Heart Hunt

So far, most of my Valentine suggestions have been for older children. If this is to be a party for young children, let them start off with a Heart Hunt. Give to each child a small heart-shaped cardboard box and let him hunt for little paper or candy hearts which have been hidden all over the house. A prize goes to the child who has found the most hearts, and a booby prize to the child who has found the fewest. The guests are then asked to sit on the floor and make a pattern Valentine with the hearts that they have found. It is well to buy not only red hearts but green and pink and white, and every other available color. Or, if it would work out more amusingly, divide your children into groups. Have one group hunt for red hearts, one for green, one for silver, one for pink, the prize going to the child in each group finding the most in one particular color. If a child has any of the wrong color, they are taken away, with an equal number of their own color as forfeit. This

method of penalizing them must be explained to them before they start, otherwise they are liable to grab up any color in their excitement.

Valentine Making

Another good way to amuse a younger group is to give each child a huge newspaper to spread on the floor in front of him, a pair of blunt scissors, paste, and all the materials which come for making Valentines. Allow fifteen minutes for each child to make a Valentine. You will probably want several prizes for this game—at least a first, a second, and a booby.

Table for Valentine Party

Every store shows so many Valentine favors that you will have no difficulty in making a nice selection. There is never much variety, but there is nearly always a new crêpe paper with which to decorate your table. The most attractive Jack Horner Valentine pie I ever saw was in the shape of a mail box covered with red crêpe paper and decorated with cupids and doves. There were several envelopes sticking out, directed to "My Valentine," to "Dan Cupid," etc. For a candy box at each place there was a small red mail box. It made a very pretty table. No party, of course, is complete without hats or mottoes and a Valentine for a place card.

PATRIOTIC PARTIES

THERE are so many parties suggested for Lincoln's and George Washington's birthdays that it seems useless to give you many new ideas for those days. So I am simply grouping Lincoln's and Washington's birthdays, Fourth of July, and Decoration Day under one head with a few very simple suggestions for a Patriotic Party. Most books describe elaborate parties for these days which are only interesting to older children, so I am going to give you suggestions for young and old. Whichever one of these days you are celebrating, write your invitations on delft blue correspondence cards with red ink and use this little rhyme:

On Washington's Birthday,* at half after three,
I joyously ask you to come to see me.
We'll have games and a contest and tempting foods too,
And then, about six, we will bid you adieu.

Red, White, and Blue

For this game the leader chooses one child to be her confederate, explains the game carefully to him, and sends him from the room. She tells the other children they may choose any object in the room, and when her assistant returns he can tell exactly what they have chosen. Then the leader calls her confederate back and points to different objects in the room, or parts of the children's clothing, and says, "Is it this?" or, "Is it this?" The trick is worked this way. Before the leader points to the chosen object she must always point to something that is either red, or white, or blue. For instance, a red book, the white dress of one of the children, or a blue necktie on one of the boys. As soon as any child thinks he has guessed how the trick is played he is allowed to go from the room and try his luck at guessing. Continue this game as long as the children are interested. In the end, explain the trick to the players so that they may go home and try it on others.

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*Or the Fourth of July or Abe Lincoln's Birthday.

History

If your players are old enough, hang around the room pictures or postal cards of scenes pertaining to the life of Lincoln or Washington, or our more recent figures in war or politics. Number the pictures and give each player a pencil and a thin piece of cardboard having on it numbers corresponding to the pictures. The players are allowed an allotted number of minutes to guess the names and the places in the pictures.

Patriotic Charades

For this game it would be nice to have some accessories—guns and swords and uniforms, coats and dresses, and so forth. Divide your children into two groups with a captain for each side. Let the captains choose their teams. The leader tries to help both sides to act out a charade depicting some patriotic scene or incident from the life of Washington or Lincoln, or, if it is the Fourth of July, some more modern hero of war. If a little pains and time be taken with this game, it can be both interesting and good fun. Make it clear to the players that they do not act out a word but an incident. Each charade may have one scene or several, as one wishes.

Race for Fame

After these more serious games, you will need a very lively one. Arrange chairs as you would for Going to

Jerusalem. Ask all the players to be seated. Give each child the name of a President of the United States, if you are playing this game on Washington's or Lincoln's Birthday. If on the Fourth of July, name each child for some army or navy hero, explaining that this is a Race for Fame. Play as you would Going to Jerusalem. Whichever child wins the game wins everlasting fame for his hero. The hero for whom he is named will live longest in history! No prize is necessary for this game.

What Do You Know?

Ask the players to be seated around the room. Give to each a good-sized piece of thin white cardboard and a pencil. When every player has his pencil and paper, give the children five minutes to write the most interesting incident they can recall from the life of Lincoln or Washington, or, if the party is on the Fourth of July, you could suggest any one of a number of men: Paul Jones or General Grant or President Roosevelt or General Pershing. At the end of the five minutes each child reads his paper and a vote is taken as to who has written the most interesting information. That child wins a prize.

Words

Another writing game is to give each child a good-sized piece of thin white cardboard and a pencil. Write

at the top of his cardboard either "Abraham Lincoln" or "George Washington," or, if it is the Fourth of July, any national hero you choose. The players are given from six to ten minutes, depending on their ages, to see how many words they can derive from the name you have given them. There is a rule to this game that must be carefully understood. To make a word you cannot use the letters any more times than they occur in the name given.

The Table

Every store carries a variety of favors for each of the patriotic holidays, so you will have no trouble in finding effective decorations for your table. For hats there are the Revolutionary tricorns made of thin black cardboard; for candy boxes, little cardboard replicas of Uncle Sam's red, white, and blue high hat. For place cards there are little guns for Fourth of July; a branch of cherries, or a hatchet for Washington's Birthday; and little pictures of a log cabin for Lincoln's Birthday. To any of these can be attached small place cards tied with a red, white, and blue ribbon. A Jack Horner pie, shaped like a drum, is made of gilded cardboard and tied around with wide red, white, and blue ribbon. Red, white, and blue streamers leading to the places come from the sides of the drum. Sparklers and noise makers are amusing favors to have in the pie.

A SILHOUETTE PARTY

THIS is a party for children of twelve or older and I think it would be most successful if the group were well acquainted—in the same class at school or neighborhood playmates. Invitations are sent out on white correspondence cards with a silhouette in the corner, preferably a silhouette of the hostess. You can buy black silhouette paper at any art store. Place tracing paper over a photograph and transfer the likeness which in turn should be transferred to the silhouette paper, marking it out with a white pencil. Cut it out and paste it on your invitation. For once we use black ink. Write with a blunt pen-point so that you can bear down and make your writing very heavy. This time you cannot use a rhyme. Instead an informal note is better.

DEAR——:

On Saturday the 16th, at four o'clock, I am giving a Silhouette Party at my house. There are to be two plays in pantomime and I should like to have you act on my team. I hope you can come Saturday, and if so, please meet here at 2:00 on Monday and I will tell you all about the play and the part that you are to take.

The reason I say this party must be given for children who are closely associated is that they are to act out plays and therefore a great deal of preparation is needed before the day of the party. The best plan is to divide the guests into two groups and appoint one of the children to be the leader of each group. The leaders must be chosen with care. They need the gift for organization, a love of dramatic acting, and some force of character. Let each group decide the sort of play it wants to give—*Treasure Island*, *Robinson Crusoe*, *Lady of the Lake*, *Robin Hood*, are all good acting for pantomime. You will need to furnish the accessories for whatever plays the groups decide on and possibly help them to plan. You will probably be surprised to discover how many children love writing and acting plays. I think in every modern household there ought to be a property trunk where everything from dresses to crowns is kept for the children to use when play acting.

Another requisite for this party is a very strong

theatrical light, which you can rent from a theater. If that is not possible, get one of those violet ray lamps doctors use and put in a very high-power bulb. Even an inverted milk pail with a hole in the bottom through which to run wire and fasten a bulb makes a successful substitute for a theatrical light. If you can get a screen such as is used for a movie (so many private homes have them nowadays), hang it in a wide doorway. If you have no luck in procuring a screen, a thin sheet will do almost as well. The rooms are darkened and the high-power lamp is lit just back of the screen so it will throw the shadows of the players on the screen.

Whichever team is to act first goes behind the screen and gives its play while the other team looks on. Of course, the leader announces the different acts and the actors' names and tells something of the story, because the play is to be in pantomime.

The leader must take care that each play is not too long. Plenty of time must be allowed for the second team. The children have really as much or even more fun practicing and preparing their plays as they do presenting them, and they love working out the scenes and the costumes. Some direction is needed, however, to assure each player an adequate part and costume. For example: Robin Hood and his merry men could have an archery contest, and the players could dress to represent all the most famous Robin Hood characters: Little

John, Will Scarlet, Friar Tuck, Maid Marian, the Sheriff of Nottingham, etc. The players could use a broomstick and a cardboard horse head for a horse, and present another scene, riding into Nottingham to capture the sheriff, or they could picture the day King Richard comes to the wood to join Robin Hood at dinner.

Treasure Island is an unusually good story for a pantomime. It is a story that most of the children know well and like, and anything they are familiar with is much easier for them to act out. There are Long John Silver, the Captain, the Doctor, Ben Gunn, Morgan, and so on. The barroom where they all meet and plan the treasure hunt could be the first scene, then the deck of the ship could be another, and the island where the mutiny takes place, and the cave where they find the treasure, and for the last scene, the three deserted sailors on the beach praying for mercy.

It would be unique and delightful if you could find someone who makes silhouettes to come in and do portraits of each guest as a souvenir to take home. The silhouette artist could work while the guests were seated at the supper table. Write the name on the back of each of these pictures, and on the front a number. The silhouettes are then hung about the room, and the guests given pencil and paper on which to write guesses as to the correct name for each silhouette.

For one of the games after the plays are over, give each child a sheet of silhouette paper and a white pencil and let him draw a picture of one of the guests, then cut the picture out and mount it on thin white cardboard.

Another suggestion: this is an ideal party at which to have a shadowgraph artist—someone to make weird animals with his fingers on the screen.

There will not be time for many games, as the plays should be interesting enough to take up the entire afternoon.

The Table

The table for a Silhouette Party is very easy to arrange and so totally different from any other sort that it is great fun to do. The table is first covered with white shelf paper. Paste the strips together so that there will be no gaps. At any art store you can buy innumerable silhouettes of every sort and description. They sell them to use in making lamp shades. Paste your silhouettes on the shelf paper. One of the prettiest silhouettes is a ship in full sail. It is also a very common one, so I don't think you will have any trouble finding it. You might paste one of these ships in front of each place with the child's name written in white ink on one of the sails. Buy silhouettes of children and animals and paste these around the sides of each place. Pin a sheet of shelf paper around your table, like an apron, and paste more sil-

houettes on that. It may be torn as soon as the children sit down at the table, but it makes an effective display as the guests enter the dining room. A round hat box covered with white shelf paper and decorated with more black ships makes a stunning Jack Horner pie. Take a number of these black ships and paste them on cardboard, cut them out, wire them, and mount them on top of the hat box. Have black tulle ribbons coming out of the top of the hat box and extending to each place at the table. For the candy boxes you ought to have white boxes with a black silhouette of a child or an animal mounted on cardboard and fastened on the box.

A MAD MARCH HARE PARTY

THIS is a party for that difficult time of the year, March, so that you will not always have to fall back on St. Patrick's as the only holiday to celebrate. Here is a suggestion for the invitation:

The Mad March Hare
Will come from his lair
One day, when the wild wind's howling.
So we're asking a few,
And, of course, we want you,
To come where the March Hare's prowling.

Date Time
Address

It would be fun to write the invitation upside down or to make it look like a snail by starting it in the middle

of your card and writing it round and round. The invitation should be written on bright rose-colored correspondence cards—at least, so it seems to me, for bright rose color is the maddest color I can think of! Again, let me remind you to use some gay colored ink instead of blue or black. Purple, for instance, is good on rose-colored paper. Write the hours and name and address in the corner.

Card Hunt

This is a party for quite young children, so for the feature game take toy playing cards and hide them all over the house, under cushions, in fireplaces, back of curtains, doors, and pillows, and so on. You can count about three children to a pack. There are several different ways of playing the game. You can just have the children hunt for the cards, and when all have been found, let each child sit on the floor and make a design with the cards that he has found. The prize goes to the child who has found the most cards, and there should be a consolation prize for the child who has found the fewest. Then you will need two prizes for the best designers. It is often a good plan after the players have made one design to let them mix up their cards and try over again. Some children do not catch on to the idea the first time. If the children are old enough to have teams, you could divide the group into two teams. One

hunts for the dark cards and one for the light cards. Then, each group counts its cards and is penalized one of its own cards for any it happens to have of the other team's color. Now a prize is given to the member of each team that collected the most cards and a consolation prize to the two who collected the fewest. Whether you have teams or not, the players can still make designs with their cards, for it is always wise to plan something quiet after a lively hunt.

Alice in Wonderland

For the next game arrange chairs as you would for Going to Jerusalem. The children take seats and the leader goes to each child and names him for some character in Alice in Wonderland—the White Rabbit, Alice, the Dormouse, the Mad Hatter, the March Hare, the Queen of Hearts, the Cheshire Cat, the Jack of Spades, the King of Clubs, the Lobster, the Flamingo, the Pig, the Duchess, the Nurse, and so forth. The leader then tells a story bringing in all the different characters. As each child is mentioned he rises and starts marching around the chairs. The leader removes one chair, and when all are up, ends her story with "They fell down the hole"; that is the signal for everyone to scramble for a seat. The child left out may continue to tell the story if he is good at story-telling. With a little help from the leader, most children are pretty good in telling the story,

and it is a great compensation still to be allowed a part in the game. The game continues until there is but one child left, who is awarded a small prize. It is a good plan to play this game two or three times, and each time you will find the children have more assurance in their story-telling. The players are not allowed to touch the chairs as they march around; nor are they permitted to climb over them to reach an empty one on the opposite side. These rules are made out of regard for the furniture.

Laughing Hat

The leader chooses two captains, and the captains are allowed to choose their teams. The teams stand on opposite sides of the room and the leader in the center. The leader tosses up the Mad March Hare's hat; if the hat lands top up the players to the left of the leader must laugh; if it is bottom side up the players on the right must laugh. Players failing to laugh when it is their turn must join the opposing team; also, players laughing out of turn must go to the opposite side. The leader changes about, so first one team and then the other is at her right. At the end of five minutes the side having the most players wins. I generally play this game twice, choosing new leaders and new teams each time.

The Mad Hare's Tea

For every six players set a card table with a folded napkin and a cup of "tea" (orangeade is used for tea).

Form your players in lines of six to one side of each of the tables. At a sign from the leader, the first in each line must go to the table, pull out the chair, unfold the napkin, and pour out a cup of tea (orangeade or tea substitute). The player must drink his tea, fold up his napkin, get up and straighten the chair, and go to the end of his line. The next player goes forward and completes the same thing. The object is to see which team can finish the most quickly, or if you prefer to use a stop-watch, you can have only one table set and time each player at his tea. The one making the most speed wins the prize.

The Table

The table for this party can be very effective and interesting. It should be covered with different colored strips of Dennison's crêpe paper. Down the middle you place a strip of green, No. 43. On each side of the green comes tan, No. 70, then red, No. 84, then blue, No. 55. The Jack Horner pie is made of a square box covered with crinkled dark green paper, and a crêpe-paper rabbit sits up on his hind legs on the box. The rabbit is made of dark tan paper. He has a green swallow-tail coat, a tan vest with big red polka dots, a stove-pipe hat, a white collar, and a red tie. When it comes time to pull out the presents, the top of the box may be lifted off and the presents easily pulled out. Ribbons for the Jack

Horner pie should be brilliantly colored tulle: orange, tan, deep blue, grass green, red, brown, and yellow. The ribbons extend from the pie to each plate. Instead of mottoes use tall black hats made of thin black cardboard, such as the Mad Hatter wears in Alice in Wonderland. For candy boxes use little round cardboard boxes that are decorated with pictures of animals and children. Besides being candy boxes, these are music boxes. There is a little handle on each box which when turned plays a gay tune. I suggest noise makers for the favors in the pie, since this is a "mad" party. Have every noise maker different, and try to find as many strange shapes and sounds as possible.

AN EASTER PARTY

THE invitation for a party around Easter time should be written on pastel-colored correspondence cards. (Easter coming, as it does, after the February and March holidays, which called for hard red, blue, and green, it is nice to revel in the delicate colors of spring.) At the Five and Ten Cent Store you can generally buy pale blue, pink, green, and lavender paper or correspondence cards. It is rather amusing to mix the colors up—a pale green card with a pink envelope, for instance. Again use your colored inks. Green and purple will probably be best for these pastel shades of paper. Here is a little rhyme for your invitation:

On Saturday, at half-past three,
I'd like to have you come see me.

For the Easter Bunny will be here;
He always comes this time of year.

Put the date in one corner, the address in the other.

Colored Ball Hunt

Instead of having an egg hunt in these days of the high cost of living, let the children hunt for colored cotton balls such as are used at New Year's to pelt people with. They come in about six or seven different colors—pink, blue, green, orange, red, etc. Give each of the children a basket tied with a ribbon matching one of the various colored cotton balls. Tell each child to gather only balls matching the ribbon on his basket. For example, the child having the basket tied with red ribbon must collect only red balls. When all the balls are collected each child counts his find. A prize goes to the child who has the most balls of his color.

Rainbow Trail

If the weather is mild enough for the Easter party to be played outdoors, a rainbow trail makes an amusing party. Again using the colored cotton balls—the very small ones—divide your players into as many groups as you have different colored balls and tell each group to follow only his particular color. The leader will have previously prepared different rainbow trails. For example, blue balls will be dropped every six or eight

feet around the house, up porches, possibly even through the house, around trees, bushes, garden plots, and so on, until eventually they lead to a spot where will be found a prize for each child in the group. The prizes should be wrapped in the same colored paper as the balls which the children have been following.

Easter Bunny

For a circle game, choose one child to be the Easter Bunny. He stands in the center. He is to take a trip through the woodland. The leader tells a story about how the Easter Bunny gets up one morning and realizes it is time for him to go around to see what the good children want for Easter. So first of all, the Easter Bunny goes to his friend Johnny Muskrat's house and asks him to come and help him. The child who is the Easter Bunny now chooses the child to be Johnny Muskrat. Then the two start around the circle to hunt for a good child. The leader continues the story about the Bunny and the Muskrat hunting for a good child until they choose one of the children to be the good child. The Bunny and the Muskrat ask the child what he wants for Easter. In the meanwhile the leader groups the other children together and pretends she is a storekeeper and the group of children toys in her store. The Bunny and the Muskrat come to shop, and she asks them what they want. Let us suppose they say a bicycle. The leader

picks out several children and says, "These are the bicycles." The Muskrat and the Bunny decide which one they want to buy. Or perhaps they are after a tool chest, or a doll carriage, or a radio, or a piano. The leader finds other children to be these objects. After the Bunny and the Muskrat have bought several presents, they take them over and present them to the good child. This game should be repeated several times so as to give all the children a chance to take an important rôle.

Auction

The children are seated in rows, facing the leader. Each child is given a paper bag containing two dozen jelly bean Easter eggs. These are to be used as money to bid for the different packages. You can spend all your beans on one package if you wish, or use up half and trust you can buy something you want with the rest. The leader has all kinds of different packages for sale—little and big, some done up attractively in colored paper and gay ribbons, some tied up in brown paper and string, and even in old newspapers. In the packages put a variety of favors, most of which can be bought at the Five and Ten Cent Store. They always carry a big supply of Easter toys—bunnies, chickens, eggs, and so forth. To these you can add paint boxes, balloons, story books, and a few nicer favors. The leader puts up the different packages for auction.

"Here," she will say, "is a very interesting looking package." Or she might say, "This is such a pretty package it must have something nice inside," and so on, until all the packages are auctioned off. If there are twenty children, you ought to have forty packages.

The Table

There is always a nice assortment of attractive Easter favors to be found in the stores. There are chocolate bunnies and woolly bunnies, and fluffy yellow ducks, and sugar Easter eggs, and endless charming things for favors and candy boxes. Dennison's manufacture an enchanting Easter paper decorated with bunnies, chickens, and ducks, which may be used as an attractive foundation for your table decoration. An Easter Bunny should be used for the Jack Horner pie. He can be made from crêpe paper and glued on the top of a flat box. From the box come tulle ribbons leading to each place. Have the ribbons of the pastel shades—apricot, rose, flesh, pink, light green, light blue, yellow, orange, and lavender. Place cards might be blown eggshells, painted a delicate color, with the guest's name written on the egg in green or gold ink. The favors in the Jack Horner pie, instead of being noise makers and jokes, should be colored cardboard eggs with little dolls or pocketbooks, knives, or flashlights inside. Another attractive way to decorate your table is to cut out some of the figures from

the Dennison Easter paper, mount them on cardboard, wire them, and place a circle of them around the Jack Horner pie.

Choosing Partners

The prettiest way to find partners for supper at a rainbow party is to turn the sand pile into a flower bed. If you have twenty guests, have ten different kinds of artificial flowers, and be sure to have two of a kind. Stick these flowers into the sand pile, mixing them up so that no two alike are close together. The children are told to pick a flower and to match flowers for partners. If this is an indoor party you will have to arrange the flowers in jars and baskets.

A CARD PARTY

THIS card party is quite unlike any card party you have ever been invited to before, as you will see from the invitation. I should think the children ought to be about ten years old to enjoy the table games planned for this party. Here is the invitation:

> Come to our party at half after three.
> 'Twill be very different, as you will soon see.
> Come dressed as a card from out of the pack,
> A Heart or a Spade, that's all red or all black.

The children are asked to come in a costume representing one of the fifty-two cards in the pack. This means paper costumes that are not difficult to make. You will want one game while the children are gathering, as table games cannot be played until all the players are present. So for the opening game I suggest: Hunt the Card.

Hunt the Card

Hide a card of each suit, say the ten of hearts, ten of clubs, ten of spades, and ten of diamonds. Hide them in several rooms, and tell each player to hunt for the card of the suit he has come dressed to represent. As he finds his card the player quietly ceases searching and takes a seat on the floor. He must say nothing that will aid the other players in their search. The four children who are the first to find the proper card are given a small prize, and a consolation prize goes to the last child to find the card of his chosen suit.

Table Games

Only four should play at a table at one time. If you have an uneven number you may have to put five or six at a table. Each table must be conspicuously numbered. You can get an old calendar with letters about six inches high. You will want 1, 2, 3, 4, 5, and 6 to number the tables. Each child is given a tally just as in old-fashioned euchre parties, but he has no partner and plays on his own all afternoon. Ten minutes is usually the time allowed at each table. When the leader rings a bell and the children stop their work, someone decides who is the winner at each table and marks it on the tallies. Then each group moves on to the next table where, when all are ready, the leader rings the bell to begin.

Table One

At Table One have four picture puzzles. At the Five and Ten Cent Store you can buy small picture puzzles that are cut in big pieces and therefore are fairly easy to put together, so that even in ten minutes a good deal can be accomplished. The puzzles are all face down on the table with the pieces well mixed. Whichever child has the most of his puzzle done at the ringing of the bell wins at that table.

Table Two

Each child is given a square of kindergarten paper, a pencil, and a pair of scissors. He is asked to draw and then cut out a picture of a donkey. When the ten minutes are up, someone decides which is the best animal, and marks it on the winner's tally.

Table Three

Each child is given a clothespin to dress as a doll. Supply short lengths of different colored worsteds and strips of various colored crêpe papers. There are also pens and pencils on the table, that everyone may make a face on his clothespin doll. There must also be a supply of pins, and if you have bits of material and ribbon to spare, by all means let the children have them. At the end of ten minutes, the one who has dressed his clothespin the most cleverly is the winner.

Table Four

Each child is given a small quantity of plaster clay in different colors. Here again, if you will patronize the Five and Ten Cent Store, you will find plaster clay that is most appropriate for this game. Ask each child to model an animal. At the end of the ten minutes, the leader or some grown-up decides whose is the best work and marks that child's tally.

Table Five

A large bowl of dried peas is placed in the center of the table, and at each child's place is a goblet. At the starting signal each player takes a dinner knife and tries to get all the peas he can on his knife and transfer them to his high goblet. This continues until the signal to stop is sounded. Then the peas in the goblets are counted, the child who has the most being the winner.

Table Six

At each child's place put a saucer of small china beads, a silk thread, and needle. Be careful the thread is not too big to go through the needle. Knot the thread, and, at the signal to begin, each child starts to string a necklace of beads. When the allotted time is up the child with the longest string is declared the winner. Use the smallest beads obtainable, as it makes the game much harder.

THE TABLE

The table for a card party ought to have as a foundation the Dennison's paper that is decorated with cards. Place cards may be toy packs of cards. These come in red and blue about three inches by one and a half. A child's name may be written on each pack. Candy boxes come shaped as a diamond, a spade, a heart, or a club, and can be placed alternately around the table. The Jack Horner pie may be made from a hat box, preferably a round one, which you cover with white shelf paper and paste over with various cards from a pack of cards. The kings, queens, and jacks may be pasted around the rim allowing just enough space between for the tulle ribbons to come out. The ribbons should be black and red, one extending to each place. Favors in the pie must be wrapped in red and black paper.

AN AD PARTY

THIS is a costume party and calls for a great deal of ingenuity. Send out the invitations on gay paper (green or orange), writing with bright colored inks:

> Please be an ad for a soap or a silk,
> Crackers or flower seed or condensed milk;
> The hour we begin is six o'clock sharp;
> Eight will be the end of our lark.

Let me give you suggestions for costumes: Fisk Tires (with a little child in night clothes, "Time to Retire,"), Fairy Soap, Baker's Chocolate, Skookum Apples, Cliquot Ginger Ale, Wrigley's Gum, Br'er Rabbit Molasses, Campbell's Soup.

One of the cleverest costumes I ever saw was a child

dressed to represent a tube of Daggett and Ramsdell's Cold Cream. The costume was made from sacking on which had been stencilled red and blue lines and dim lettering, with a collar and helmet of silvered cardboard made to look like the top of a tube.

SUITCASE RACE

The children are asked to choose partners. One couple at a time comes forward and is given a suitcase in which have been placed one pair of rubbers, one pair of mittens, two caps, one sweater, and one raincoat, Beside the suitcase is placed a small umbrella. Someone must have a stop-watch and give the signal for the two players to start. The players must open the suitcase, put on the things (it doesn't matter who puts on what, as long as everything is on one player or the other), close the suitcase, open the umbrella, make a complete circuit of the room, come back, take off the things, put them in the suitcase, and close the umbrella. Whoever is holding the watch keeps track of the time that it takes each couple to complete the race. The winners should certainly be acclaimed and awarded prizes.

IT PAYS TO ADVERTISE

Each player is given a piece of paper on which have been written well-known advertising slogans:

Have you a little ..... in your home?
I'd walk a mile for a .....

Let the ..... do your work.
Keep that schoolgirl complexion.
Time to retire.
The one cigarette sold the world over.
Sure relief for indigestion.
It's toasted.
His master's voice.
The safe antiseptic.
The instrument of the immortals.
Good to the last drop.

The players are allowed a certain number of minutes, fifteen or twenty, depending on the number of slogans you have given them, to fill in the blanks or to name the article advertised. At the end of the allotted time, lists are exchanged and compared with the correct answers, which are read aloud.

Advertising Cut-ups

If the children are twelve or thirteen, and that is really as young as they should be for an advertising party, cut out numerous advertisements from the magazines. Cut these ads in half so that the picture is separated from the words. Mix them all up and paste a picture and a slogan together, so that, for instance, the picture of Listerine in accompanied by the slogan "Have you a little fairy in your home?" Each half of the ad-

vertisement must be given a different number. One half of the Listerine ad might be Number 1, and one half of "Have you a little fairy in your home?" might be Number 2. Each guest is given a pad and pencil and allowed fifteen minutes to look at the different advertising combinations that you have hung around the room and combine the right numbers. For example, Number 1, picture of Listerine, must go with the number which has been put on the rest of the Listerine advertisement. You might have combined the other half of Listerine with half the advertisement for Cream of Wheat.

Advertising Yourself

Then, for a writing game, use Advertising Yourself. Each child is given paper and pencil, asked to be seated, and told to write his name at the head of the paper. For instance, I would write mine, Madeline Snyder. The leader then allows a certain number of minutes in which each player should write a descriptive adjective for every letter in his own name. The funnier and less appropriate it is, the more amusing. For example, take my own name—for Madeline, merry, agreeable, dumb, eager, lazy, idle, neat, enormous; and for Snyder, silly, noisy, yellow, docile, envious, rude. When the time is up each child is given a chance to read his list. The leader must decide which two or three are the most deserving of prizes.

The Table

The table for an Ad Party should be covered with a very gay combination of crêpe papers—bright blue, red, green, and tan is a good combination, or bright blue, black, and yellow. The Jack Horner pie should be a square, or round, hat box with gay colored ads pasted all over it, and then given a coat of shellac. Different colored narrow silk ribbons extend to each place. Every hat ought to be different—the pirate hat and the clown hat, the peaked hat, the stovepipe hat, the Charlie Chaplin hat, and so forth. To hold the candy, use any sort of simple candy box in bright colors. For the favors in the pie, it would be amusing to have jokes—a jam jar that says "Home Made Marmalade," and when you open it, out pops a green cotton snake; or a flashlight which, when you press the button, releases a green paper snake. There are pistols, also, having snakes in them instead of cartridges; carnations to put in the boys' buttonholes which, when pressed, sprinkle water in your face; funny little telescopes that, when screwed into the eye, leave a black soot ring around it; and magic mirrors that you blow on, and, instead of yourself, see the picture of a pig or a donkey.

A GEOGRAPHICAL PARTY

THIS is a party suitable only for twelve-year-olds or older. To make the invitations, place a piece of tracing paper over a small map of the United States, and when you have transferred the latter to a correspondence card, write this little rhyme on the map:

Come arrayed in colors gay,
Four o'clock on Saturday.
Show in some amusing way
In which city you would stay.

To write your rhyme be sure to use colored crayon.

What City Are You?

The idea is that each guest should come representing some well-known city of either America or some other country. The guests are not expected to wear a costume,

but merely to have some accessories that would give a clue as to what city they were from. For instance, a girl wheeling a baby carriage in which there is a doll with the name Virginia pasted on the front of her would be Wheeling, West Virginia. The girl keeps asking people which direction is west.

Other suggestions:

A box with a picture inside and a hole in one end through which everyone is invited to look. This is Pekin!

Carry a bellows and let them fall often—Bellows Falls!

Carry baked beans and brown bread for Boston.

Wear a Quaker bonnet for Philadelphia.

Have an old umbrella turned inside out and look as blown and cold as possible and complain of the wind for Chicago, "The Windy City."

Carry a little stone in your hand for Little Rock.

For Vienna carry a Vienna roll.

When all the children have arrived, each one is given pencil and paper. Then a time limit is announced for the players to guess what city each one represents. A first, second, and a booby prize are needed for this game. The first and second prizes ought to be quite nice ones.

Naming the Capitals

This is a sort of an old-fashioned spelling-match idea. The players are stood up in a row, and the leader

starts down the line and asks each one to name the capital of whatever state she calls out. The leader, of course, has a correct list of each state and its capital, and takes care to have them well mixed up so that, instead of an orderly list, Texas comes after New Hampshire and Michigan after Delaware. The leader may, perhaps, ask the first one in the line to name the capital of Connecticut. If the player says Hartford, all right. If the player does not know, he drops out of the game. If the game seems to be going well when the leader has finished the states, she may go on to other geographical questions. She may call for the largest city in the world, then the second, third, fourth, fifth, and sixth, and then go on to the naming of the capitals of all the foreign countries. You will probably find that there are not too many left standing in the row at the end to give a prize to each one.

What Have You Seen?

Before the guests assemble, postal cards of prominent cities have been pinned around the room. Be careful to cut off any writing that may give the location of the picture. Again the children are given pencil and paper to see how many of the cities they can guess. (In choosing these postal cards you must be very careful to get extremely well-known views of the cities, so that they will be ones that children have seen in histories and

geographies. Twelve-year-olds will not have done much traveling.) If it seems doubtful that the children will recognize sufficient pictures to make this game feasible, use only postals of the country near where you are located. For a New Yorker, of course, it is very easy, and equally so in any good-sized city. In small towns you will have to use pictures such as Brooklyn Bridge, the Woolworth Tower, the Champs Élysées, Trafalgar Square, the Port of New York, and so forth—things that are well known to any twelve-year-old from his geography books.

Geographical Charades

For the last game we suggest a variation of Charades. Say you have twenty children. Divide them into three groups. Tell each group it must give a charade with the name of a city or country. Furnish all the accessories and help that you can. One group at a time comes forward and acts for the others. The players must say whether it is a city or a country that they are acting out, and give the number of syllables just as you would in a charade.

The Table

The foundation for your table scheme is a plain white paper tablecloth. Cut out from an old geography brightly colored maps of the different countries and paste them

around the tablecloth. In the center put a globe which you have had made to order at a shop. An ordinary ball made of wire and white paper is the foundation. A map of the world pasted over and shellacked completes the globe. If you do not want to destroy this Jack Horner pie, you must have your ribbons coming from the top. If you do not mind destroying the pie, ribbons coming from various places like the Black Sea, Iceland, Hudson Bay, Los Angeles, and so forth, would be amusing. The ribbons should be of malines or thin satin and in keeping with the colors in your map. It would be perfectly delightful for the favors for the pie to have things pertaining to various countries and far-off states, or it would be appropriate to have little china animals. Only be sure the ribbon on the elephant comes from India and not from Chicago. Candy boxes come in the shape of mounted globes. You can spin these around just as you can the globes that children have at school, and they pull apart so that you can put candy inside. They are among the most attractive and popular favors that we have ever used. For place cards have postal cards of well-known places with the child's name written on the address side.

A STAR PARTY

FOR a Star Party the invitations should be written on dark blue paper with gold paint instead of ink. This is easier than it sounds. Buy a bottle of gilt, shake it well, dip your pen into it, and use it as you would ink. Here is the rhyme for the invitation:

Stars of every kind and sort
Are coming to our house to sport,
Come and you may learn your fate,
The hours are four till half-past eight.

Decorate your invitation by pasting on some little gold stars, such as are used to mark children in kindergarten. You can use a larger gold star to seal your envelope.

Star Hunt

If you are having young children at the party, hide little red, gold, and silver stars about the house. Give

each child a paper bag and let him hunt for the stars. When they have all been found, ask the children to sit on the floor. Give each child a bright-colored square of cardboard and a little paste and let him make a picture with his stars. A prize goes, of course, to the child who has found the most stars and to the child who makes the best picture. If the children are too old to enjoy a star hunt, simply give each one an envelope containing an assortment of stars and a bright-colored square of cardboard and allow a limited number of minutes for making a picture.

Celebrities

If the children are old enough, cut out pictures of celebrities from magazines and newspapers, being careful to cut off the name. Anyone who is in the public eye for the moment, from a movie star to an aviation hero, may be chosen. Number the pictures and hang them around the room. Give each child a pencil and a piece of thin cardboard numbered to correspond with the photographs. Allow fifteen minutes for guessing the names of the celebrities.

Fortune Telling

Shut off one corner of the room with a screen. Have it dimly lighted, and have someone there dressed either as a gypsy or in the flowing robes of an astrologer. Let

him tell fortunes. A professional is not needed for this. The hostess can tell the improvised fortune teller something about each guest. Alice Smith, for example, loves horses and is very poor in her studies. Anna Wells wants to be an interior decorator and is very popular and a leader in her school. The "astrologer" needs to know a little something about palmistry, and then, with these definite facts, can please and thrill the children. As the astrologer can take only one child at a time, there must be some game going on to amuse the others. Let us call it "A Journey to the Stars."

A Journey to the Stars

Name the different tables after the planets—Mercury, Venus, Mars, Jupiter, Saturn, Uranus, Neptune—and the stars—the North Star, Sirius, Betelgeuse. Print a card for each name and pin it on the corresponding table. At each table arrange a guessing contest. Give each player a pencil and paper. Let the children guess, for instance, how many beans in a glass jar, the number of yards in a ball of twine, the height of a stick, the number of seeds in an apple, the quantity of water in a pail, the number of flower seeds in a saucer, the number of words on a page, the number of candies in a pound box of chocolates, the number of leaves on an ivy plant, the number of peanuts in a bag. A prize goes to the person who has the most nearly correct answers.

Fame

One more game for a Star Party would be to have the children seated around the room and give to each a pencil and paper. Pass a basket with as many slips of paper as there are guests. On the slips are written names of celebrities, varying from George Washington to Rin Tin Tin. Each player draws a slip. At a signal from the leader, the contestants read the names of the celebrities they have drawn. Three minutes are allowed for each one to write an interesting fact about his star. The brief biographies are then read aloud in turn and a vote is taken as to who deserves the prize.

The Table

The table for a Star Party should be covered with dark blue crêpe paper. From gold crêpe paper cut good-sized stars, one for each guest. The star is pasted over the blue crêpe paper in front of the guest's place, and in the center of the gold star is pasted a picture of the guest. These are used as place cards, and each child is to find his place by hunting for his picture. A Jack Horner pie may be made of gold crêpe paper in a star shape, and hung from the ceiling or chandelier over the center of the table. It is very effective. Gold-colored and dark blue tulle ribbons should come from the star to the table. There are candy boxes made to look like books, with ASTRONOMY written in large letters on the side of

each box, or, if you want to carry out the gold color scheme (the book candy boxes, unfortunately, come only in red or green), cover little white cardboard boxes with gold paper and tie them around with dark blue tulle ribbon with a big bow on top. For the favors in the pie you might have little books of palmistry or theater memory books to keep a record of the theatrical stars seen.

OUTDOOR SUMMER PARTIES

MOST parties that are played out of doors are so informal that mothers do not want to go to the trouble of planning a special party like a Travel or a Pirate Party. I am suggesting two different types of invitations, one for the very informal outdoor party, and one that is a little bit more formal. The main differences are simply the supper and the invitations. For the informal party invitations should be written with colored crayons on a torn piece of wrapping paper and put in a cheap brown envelope. Here is the invitation:

This is a party to which you may run
Wearing your overalls to have the more fun.
Old clothes are expected, and so are you, too,
Wednesday the 10th, at just half after two.

The more formal invitations should be written on Delft correspondence cards with white ink, and this is the rhyme:

Over in our yard we'd like to see you
On Wednesday the 12th at half after two.
There'll be races and supper and odd games to play,
And we hope very much you can come on that day.

The same sort of games would be played at either party. A Treasure Hunt, or a Rainbow Trail would be a good game to start the afternoon with. These are described on pages 27 and 60. Or begin with the following flag games:

Hunt the Flag

Around the grounds put little tin flags that come mounted on pins, and allow the children fifteen minutes to hunt for them. As each child finds a flag he is allowed to pick it up and pin it on his clothes. At the end of the allotted time, the child who has the most flags pinned to him wins the prize.

Follow the Flag

Another flag game is to divide the children into two teams, one to follow the American flag and the other the British. The same sort of small tin flag is used to mark the course. The race may start from the porch. At one

corner put an American flag, at the other, a British. Flags are placed in plain sight at intervals of fifteen feet on the lawn, on the bark of a tree, in the garden, possibly even in the house. The last flags have little signs saying "The End." Each team is required to pick up its own flags in turn as they are found and bring them all to the leader at the end. She must count and be sure that she has received the same number as she put out, because if a team has missed one it will not have won the race. Whichever team finds all of its flags first wins. No prizes.

Wheelbarrow Race

The guests are divided into two teams. The teams are lined up on opposite sides. A small child's wheelbarrow, such as one buys at the Five and Ten Cent Store, is given to the head of each line. Each player in turn must take hold of the wheelbarrow and, at a signal from the leader, push it down behind the players, around the line, and back to where he started from. He then gives it to the next person in line, who has to repeat this same performance, the object being to see which team can complete the race first.

Action Charades

If you have a large group, say twenty, appoint two captains. Each captain chooses his team. Each team is

then sent to a different corner of the yard. One team at a time is asked to come back to the center, and to represent in pantomime any sort of action, such as playing golf, drawing a bucket out of a well, cutting the grass, planting seeds, bicycling, and so forth. The other team, watching the pantomime, calls out guesses. When the guess is correct, Team Number 1 runs toward its base chased by Team Number 2. Any child caught before reaching home base is added to the pursuing team.

Hide the Clock

Either before the guests come or when they are playing in the house or in one corner of the playground, hide a loud-ticking clock in the bushes or shrubbery. The children are asked to see who can find it. They are not allowed to peek into the bushes, and they must move about very quietly and listen until they hear the ticking. Children will probably want to play this game several times, so, after the clock is once found, gather the guests in a group, make them blindfold their eyes, and have the child who found the clock hide it again.

Newspaper Race

Each player is given two thick pieces of newspaper and has to put down first one and then the other to step on. He must continue doing this down the length of the yard and back. The first one to finish, who has always

stepped carefully on his newspaper and not off on the ground, wins a prize.

FLAG TAG

One player is "It," and turns his back to the others and counts very quickly up to twenty. The other players take long steps (they are not allowed to run) and try to get as near the opposite goal as possible. When It calls "Flag," the players must stand still with their right hands raised. If It finds anybody with his left hand up, he has to go back and start over again, or if It discovers any players moving after she has said "Flag" they, too, must start over. Whoever reaches the opposite goal first can be It next time.

For a quiet game before supper use "Hunt the Ring," on page 152.

Supper may be served very simply out of doors in little tin lunch baskets obtainable in pretty bright colors at the Five and Ten Cent Store. Pack them with sandwiches and a stuffed egg, add a heavy paper napkin folded on the top. The lemonade or grapejuice is passed on trays to the children, who are seated around the grass. Ice cream should be brought out from the house on plates and served with either a sunshine cake or a plain cake with not too rich an icing. The addition of a lollypop for each child completes the party supper. If the hostess feels that favors are needed, she may pass

a tray of brightly colored caps of various shapes and styles and have a grab bag from which the children may take a present as they are leaving.

If you want more of a party, I suggest this table plan.

Cover the table with a sheet of oilcloth. In the center of the table put a very low, large dish filled with water. Bank sand about the dish. Around the dish and in the water put little china figures in bathing suits. One or two tiny rowboats and sailboats should go in the water also. Let the sand reach down to each place. It will have to be slightly dampened. Write each child's first name in the sand in front of his place. The hats should be sailor hats, and the candy boxes in the form of little boats. Underneath the sand that is banked in the center of the table hide favors such as you would have in a Jack Horner pie. When supper is finished, each guest is allowed to put his hand in the sand and draw out a present. If you feel that the sand is too messy to have on the table, bank ferns around your bowl. Hide the favors among the ferns and have a gay silk ribbon leading to each child's place. For place cards use little celluloid fishes. Slit open the mouths and stick in a small cardboard place card. You might tie the end of the ribbon in one end of the place card in the fish's mouth.

A TRAVEL PARTY

THIS out-of-doors party requires preparation. First of all, invitations should, if possible, be real tickets. If, by hook or crook or by pull, you can send each child a railroad ticket that has on it the date, the time, and the destination, it would be wonderful. The children, of course, are supposed to bring the tickets with them and keep them with them during all their play. Someone must be the conductor and act as master of ceremonies. On the porch, arrange the chairs two by two in a line to represent a railroad train. When the children come, their tickets are inspected, and they are given seats in the "train." After all have arrived, the conductor rings a bell and the train starts. The conductor must punch all the tickets and then call out the first stop. Let us say the trip is from New York to Chicago and the first stop is Altoona.

Animal Hunt

At the first stop, the conductor gives each child a paper bag and sends him out to hunt buffaloes and deer. Small celluloid buffaloes and deer have been hidden all around the yard, and the children are allowed a certain number of minutes to find them. Prizes should go to the child who has found the most animals, then to the one who has found the most deer, then the most buffaloes, and a consolation prize to the one who has found the fewest animals. When the children are again seated on the "train," the conductor may ask them to tell interesting things they know about the lives and habits of buffaloes and deer. If there is a child who contributes some interesting facts, he should be given a prize. If you are having so many children that to buy celluloid animals for them to hunt would amount to too much money, hide small colored cotton balls, such as are used at New Year's Eve parties. Let the children hunt for these, and, later, they can sit on the floor and arrange the balls into patterns and designs. For this, too, a prize is necessary.

Suitcase Race

At the second stop, have a Suitcase Race. The object of this race is to see which couple can pack a suitcase in the shortest time. One couple at a time comes forward. You need a small suitcase and various accessories, such

as a sweater, shoes, stockings, comb and brush, gloves, a dress, trousers—anything that comes handy. The leader must make sure, of course, that all the accessories will fit into the suitcase. The leader has a stop-watch and times each couple while packing the suitcase. The couple doing it in the fewest moments receives the prizes.

Potato Race

At the next stop have a Potato Race. Each guest is given a potato balanced on a spoon and is required to take a long, venturesome journey. He must walk around the house backward, go upstairs rapidly, come down slowly, and turn around three times, finally coming back to the goal. If he drops the potato at any time he must start his trip all over again. The player who finishes this arduous race first wins the prize. If more than half a dozen are playing this game it is better to have them play in relays so there won't be too much confusion.

Description

Each player is given a good-sized sheet of drawing paper and a supply of colored crayons. Allow eight minutes to draw a picture of the prettiest thing he has seen on his trip. Of course, if the children are quite old this will bore them, in which case I would give them a sheet of cardboard and pencil and make them write a

four-line poem about their trip. The prize is, of course, awarded to the best picture or the best poem.

The Table

The place cards should be baggage tags—not the regular railroad ones, but the gay colored ones that you can buy at shops—red, green, pink, blue, and so forth. At each place, for a candy box, have a toy cardboard suitcase, or golf bag, or hat box. These come at favor shops, in different colors and styles. As a centerpiece use, for the Jack Horner pie, either a cardboard trunk pasted over with labels or a ship made of cardboard and crêpe paper. From the pie, narrow silk ribbons extend to each place. The ribbons should be in all the gay colors, and the favors in the pie might be different things people would use on a trip—flashlights, knives, pocketbooks, and handkerchiefs.

A GYPSY TRAIL PARTY

THIS is really a picnic. To make it more alluring call it a Gypsy Trail Party. The invitations can be written on birch bark, and you might use the following:

The lure of the Gypsy Trail
Leads over Hill and Dale.

Meet at Emily Mills' house Wednesday the 4th of May, 2 – 6.

I don't advise taking much of a walk before you arrive at the picnic ground. Even gypsies travel by automobile nowadays. If you could get an old-fashioned hayrack it would be wonderful, otherwise use motor cars. In any case, have an advance guard and tack to trees and posts along the route little arrows worded "Gypsy Trail." You can have these made very cheaply

at any printer's. Once arrived at the picnic ground, there will be no need of games if there is swimming or a beach to play on. If you do want games, races seem to make the most fun at a picnic.

RACES

Begin by saying there are all sorts of famous races—horse races, yacht races, and automobile races—and you are going to try some new kinds of races.

A Lobster Race

The contestants get down on hands and knees and crawl backward to a goal, then turn around and crawl backward to the starting point. This needs a lot of cheering from the bystanders.

Egg Race

For the next race two teams are chosen. They stand facing each other on opposite sides of the playground. An egg is passed from hand to hand down the front of each row. When it reaches the last child in the row, the children put their hands behind their backs and pass the egg behind them. The row finishing first wins.

Coat Race

This game also requires two teams, and a captain for each, who stands at the head of the line. The captain is given a coat, and each child in turn must take the coat,

put it on, button it up then unbutton it, take it off and hand it to the next child, who must repeat the performance. Whichever team finishes first wins the race.

Telegrams

Several lines are formed, with a judge for each line. A sealed message is handed to each judge and to the three players at the end of the line farthest from the judge. The same message must be used for all. At a signal from the leader the messages are opened. The first player having the message hurriedly reads it and whispers the message to the next in line. This player whispers to the next, and so on, until the last player is reached, and he runs and whispers to the judge. The judge compares the whispered message with the copy he has. Accuracy as well as speed counts. If two teams tie in accuracy the race will be decided in favor of the team first to deliver the message. Accuracy counts for more than speed, however, and if one team delivers the message accurately it shall be declared winner even though it may be the last to deliver the message.

Balloon Bat

Each child chooses a partner. The partners link arms and are told that no matter what happens they must not break away from each other. Each couple is given a balloon which it must bat the length of the play space and back again, without once unlinking arms.

One-Foot Race

Each child is required to hop on one foot down the length of the playground and back. The first child back wins.

Kangaroo Race

Each child is required to hop like a kangaroo—knees bent, elbows held close to the sides, and hands held like the forepaws of a kangaroo together—while the leader sings:

> The kangaroo can hop,
> The kangaroo can jump, hop, skip,
> There goes the kangaroo.

The first to reach the goal is the winner.

Flag Race

Little tin flags on pins are stuck on the playground about a foot apart, a row in front of each child. Each child is given a piece of paper and, at a signal from the leader, the child starts down the path picking up the flags and putting them in his paper. At the opposite end of the path the players turn back and put the flags back on the ground about a foot apart.

Apple Race

Each contestant is given an apple which he must place on his head and walk to the other end of the yard and

back to the goal, keeping the apple balanced on his head without once touching it with his hands. The one who reaches the goal first receives a prize.

Ankle Race

Each player must stoop and take hold of his ankles and, holding this position, race to the goal and back to the starting line.

Supper

Have a bonfire even if you do not cook anything but bacon and marshmallows. Build a fire and give each child a long stick on which to cook his slice of bacon. Buns are cut in half, and each child puts his bacon in between. If the day is cool, have soup to heat over the fire. Hard-boiled eggs are easy to bring and are always pleasing to the children. Ice cream and cake seem about as simple as anything to have for dessert.

After supper start the children singing songs around the fire. Play the Story-Telling Game. The leader starts a story, telling the first line. Each child in succession goes on with the story, adding just one sentence.

A SHIPBOARD PARTY

CHILDREN so love the idea of traveling that it would be nice to make them feel that they are going to have a trip even though they go no farther away than your living room or back yard. Especially in the summer is a Shipboard Party amusing. If you can obtain ship tickets of some sort, send them as invitations. Have them stamped with the date and write on the back:

The ship is sailing to Cathay,
At two o'clock of a summer's day.
Oh, won't you join our party gay?
Here is your ticket, so don't say, "Nay!"

No costumes are required. When the children arrive, have a gangplank arranged by using the board from the teeter-totter. Tack brown paper along the sides. Hold it upright by nailing three sticks to each side. Have the guests walk up the gangplank instead of the front steps, and have someone in sailor costume to collect their tickets.

While the children are gathering let them play various games that you see so much on shipboard, such as Ring Toss, Trying to Throw the Coin into the Frog's Mouth, and so on. These can be bought at most toy stores. When all the guests have arrived, have them allotted partners by matching up pictures of ships that have been previously cut in half by the hostess—sailing boats, launches, any sort of boat that you can find in the magazines. You can take advertisements from one of the steamship companies and cut up some of the pictures of transatlantic boats. When partners are all arranged, the leader will have to do some more dividing in order not to have too big a group for any of the games. If the children can play out of doors, you can have several nets, such as are used on shipboard for Deck Tennis, and supply them with the ring of rope that is used instead of a ball. The rules are the same as in tennis. Four play at once. Serve and play with the ring of rope and score as you would in tennis.

While you have some playing Deck Tennis, others can play a variation of Shuffle Board. Regular Shuffle Board cannot be played except on a ship's deck, as I do not believe anyone would be willing to give up house floors to such a game. One of the rooms must be well cleared of furniture and the rugs pulled back. Divide your remaining players into two groups. Each side is given a tissue paper ball. Be sure to have contrasting

colors so that there will be no confusion. The game is this. One player from each side should, at a signal from the leader, fan his ball with a palm-leaf fan down to the opposite goal, but there are several obstacles placed in his way to make the journey hard. There is a straight chair, and he must make his ball go through the legs. Remove the bottom from a paper scrap basket that you can buy at the Five and Ten Cent Store. The player must fan the ball through the basket without putting his fan inside, so that a lot depends on the speed of the ball when it arrives in the basket. The ball must touch the opposite goal and come back to the home plate, but on the return journey it is not necessary to do either of the stunts. The ball may be fanned straight home. The one rule is that the fan must not touch the ball. Whichever player wins this contest stands on the right side of the room and must be ready to play the game over again with another winner until all have been eliminated but one, who wins a nice prize. Then this group goes to play Deck Tennis while the others come inside to play A Trip Around the Deck.

A Trip Around the Deck

After such very active games it will be necessary to have a sit-down game. Have your guests seated Turk fashion in a ring around the floor. Pass a basket from which each player is asked to choose an object and

then hide it, showing it to no one. The objects that you pass are various things or pictures of things pertaining to a ship such as: a compass, a whistle, red and green lights (you can buy toy lights), a little searchlight, a sail, a piece of rope, a little sailor doll, a picture of a captain, a bed, a deck chair, a table, and some of this papier-mâché food that comes for dolls' houses. When all the objects are distributed, the leader says she is fitting up a ship to go to France and wants to see if she has all the things which she ordered. She calls out for the fruit and the fish and the rope and the sails and the beds and to see if the captain has come down to the ship yet and the sailors are on board, and so on. As she calls for each thing, the child who has it says "here" and places the object he has drawn on the floor in front of him. The leader makes a long story of getting all the things together and then she says, "But I haven't any passenger. Who is going to take this trip?" It is then discovered that one child has had a ticket given him, so he is the passenger. The leader takes care when offering the other objects to give the ticket to a child who has the potentialities of a story-teller—imagination and self-confidence. This child now comes forward as the passenger and must sit by the leader. The leader then announces that a certain corner of the room is his stateroom. The first thing the passenger is to do is to take his bed to his stateroom. What he does is to take the child who

had the bed. The little bed is left sitting on the floor. Then the passenger takes the captain up to the bridge and asks him what he wants. The captain, of course, wants the compass and the whistle and a table and a sailor to run errands, or a watch to tell time by, or a spy-glass to see the other ships. Then, in the dining room, the passenger must arrange the food and a sailor must take care of the sails and the rope and the deck chairs. Of course, the entire success of this game depends on the leader. If she has plenty of humor and life to make things go fast enough to be amusing the children will enjoy it and will want to repeat the game more than once. For a second time, the objects are mixed once more in a basket and repassed so that each player will have something different and a different child will be the passenger.

The Table

The table for this party is great fun to do. Cover your table with sea-blue crêpe paper. In the center, cover a cardboard plaque about three feet by three feet with blue crêpe paper that has been all ruffled up to look like waves, and paste little dabs of white paper to represent the whitecaps that break around a ship. Have some store make a cardboard ship looking as nearly like a modern transatlantic liner as possible, with all the little portholes and three huge smokestacks. Put the

name of some well-known ship across the stern. The ship should be made of black and white paper, and the ropes to each place will be prettiest in green and blue malines. If you can have candy boxes made to look like a big ship it will be perfectly delightful and you can use them as place cards also with the guest's name written on the stern. For favors in the pie it would be jolly to have noise makers or sparklers. If you want to have one more favor at each place, have a little bouquet of either artificial or real flowers, or a tiny little market basket filled with almond-paste candies which come made to look like fruits—bananas, grapes, and so on. These baskets would be very gay and pretty and add to the table scheme. They would also eliminate the necessity of making the little boats at each place candy containers.

A CIRCUS PARTY

A CIRCUS PARTY is an unfailing success, equally effective in elaborate or simple surroundings. Of course, a Circus Party demands costumes, but how easy they are to plan—rough riders, ring masters, clowns, or even, with a little more effort, ballet dancers or bareback riders. For invitations use orange-colored cardboard and write in green ink:

A winter [or summer] circus of great fame
Has come to help us entertain,
So won't you visit us that day,
All dressed in circus costume gay?

Name.....
Address.....
Hours.....

The most effective decorations for such a party are real circus posters, which may be had from the advertising man when the circus comes to town. On the front door hang one of these posters, or else one that you have made yourself, reading, "Barnum and Bailey's Combined Circuses will show here to-day." Inside, the rooms are made gay with flaming and gorgeous posters of Lion Tamers, Bears on Roller Skates, Troupes of Horses, Bareback Riders, and other circus performers.

Plaster Clay

The feature game for the Circus Party can be either a lively or a quiet game. For the quiet game, ask the children to sit on the floor and give each one a large newspaper, a box of plaster clay, and a celluloid animal—a buffalo, horse, cow, dog, and so forth. The clay and animals are obtainable at Woolworth's Five and Ten Cent Store. Give the children ten minutes to make riders for their animals. All the figures are then put in a row and the judges decide which is the most worthy of the prize.

Soap Sculpture

One of the nicest games for a Circus Party is Soap Sculpture. Give each player a cake of Ivory soap (guest size), an orange stick, and either a palette knife or a paring knife. See that each player has a shallow box or tray over which to hold his cake of soap while working.

The patterns for the sculpture are intriguing birds and animals and are obtainable by writing to the Educational Department of the Procter and Gamble Company, Cincinnati, Ohio. The leader must cut out the patterns and let each child choose one. The pointed end of the orange stick is used to trace out the pattern on the cake of soap. Use the knife to cut away the soap and the blunt end of the orange stick to round out the model. For putting in the features use the pointed end of the orange stick. A prize may be given for the best result.

Menagerie

The lively game may be Menagerie, in which the leader names every child after an animal. She then calls out one name at a time, for instance, "Bear." The child named Bear must rise and tell all he knows about a bear. When all have had their turn, the grown-ups decide which child has given the most information. The best informed wins the prize.

Animals

The chairs are arranged as in the old-fashioned game of Going to Jerusalem, a chair for each child. All are seated. The leader names each child after an animal—a lion, a donkey, a seal, a dog, and so forth. The leader then tells a story about the circus, mentioning, for instance, "the trained dogs who are so excited," "the seals

who are being fed fish," "the dogs barking because they aren't being fed," "the lions roaring because the donkeys are too near their cage," "the kangaroos hopping around," and so forth, until every animal whose name has been given to a child has been mentioned. As each animal is mentioned, the child named for it rises and joins in a line marching around the chairs. When all the children have arisen and are marching about, the leader takes away one chair, as in Going to Jerusalem, and cries out, "The animals have all broken loose," which is the signal for the children to scramble for seats. One child is, of course, left out. The game continues until all but one child has been put out. This child is, of course, the winner.

The Outdoor Circus Party

If you hold your Circus Party in the summer or early fall, it would be fun to have a tent out of doors. Failing that, use the clothes yard and hang heavy brown paper or cheap sheeting around it. Tickets may be sold at the door, using pins for money. By all means dress up someone in starched white to call drinks of pink lemonade, just as at a circus.

Contests

Allow the children to be the performers. Have rope-jumping contests. You have no idea until you try it how children love to do the simple things, if there is a spirit

of contest. See who can jump the highest, longest, fastest. Try the stunt of walking down a string while looking through the wrong end of an opera glass. Have a lobster race in which the contestants get down on hands and knees and, at the signal to start, crawl backward to the goal. Have a chariot race. Each contestant straddles a chair and, touching one foot and then the other, makes the best possible time to the goal.

Statue

Try a new variation of the game "Statue." The children choose partners to pose for statues such as they have in the circus. They are given time to consult and decide what they will do. One couple at a time comes forward, while the rest form the audience. They whisper to the leader what they wish to represent—characters from Mother Goose, Alice in Wonderland, or everyday life, whatever they choose. The couple poses and the leader announces the title. Children like this game all the better if there are various accessories to use—clothes, hats, toys, and so forth. Vote which couple made the most effective statue. That couple receives a small prize.

Another variation of the game of Statue is to have four couples pose at a time. The rest of the players go about among the statues, studying them as in a sculpture gallery. If they succeed in making the statues laugh, the onlookers and the statues change places.

Animated Art

For a quiet game, give each child a small square of bright-colored kindergarten paper. At a signal from the leader the players must put their hands behind their backs and are given one minute to tear out a picture of a pig. Of course, none of the results looks much like a pig, but a prize is awarded for the best one. Play this game two or three times, for it is a little hard to catch on to it at first.

The Table

The table for a Circus Party is fun to do and, even if planned in the simplest way, is bound to be effective and different. Dennison's make an attractive circus paper that may be cut into strips and made to look as though a circus parade were marching around the table—troupes of elephants, bands of musicians, dogs, monkeys, and so forth. In the center of the table make three rings. The sawdust may be obtained from your butcher. Attractive china animals may be bought to put in the center of the rings, trained elephants for one, bears for another, and dogs for the third, while animals and small wooden circus wagons are formed in a parade marching in a circle around the table in front of the children's places. A grab bag may be made from a tin scrap basket covered with Dennison's circus paper and filled with sawdust and noise makers done up in bright orange and

green crêpe paper, or else you may have a clown Jack Horner pie. The clown is made from bright-colored crêpe paper and wire and is balancing himself on a crêpe paper ball of colors that correspond with his suit. The favors are all tucked in the ball, tied with gay-colored narrow silk ribbons, which stick far enough out of the ball to be caught and pulled by the guests. At each child's place is an appropriate candy box in the form of a clown or a dog. Place cards with a picture of an animal or a clown are appropriate. A china animal with a card attached by a bright ribbon is also very effective. Paper hats, decorated like a clown's, with gay colors and paper tassels, complete the table decorations.

A HALLOWE'EN PARTY

IN PLACE of the age-old orange and black for Hallowe'en we have planned a party in black and white. The invitations are written on black photographer's paper, and we use white ink. The envelope pattern is easily made by tearing open a small envelope, placing it on black paper, and tracing around it with a white pencil. The invitations might be worded in this way:

The hobgoblins come on one night every year,
O prithee come with them and celebrate here.
Be a witch or an owl or a cat or a sprite.
Be whatever you please, only wear black or white.

Or, if you do not wish the guests to wear costumes, change the last two lines to:

The last night in October, if you'd know your fate,
Just come to our house at a half after eight.

Or else, if eight is not the hour, you might say, "Be sure you're not late."

Hallowe'en parties are more fun if you can have them in the early evening. So many of the stunts and tricks are more appropriate played after dark, especially if you live in the country and the children can go outdoors for some of the tricks. If the guests are to wear costume, ask them also to come masked. It adds so much to the mystery of the evening.

Your rooms should be mysteriously lighted, chiefly with candles and pumpkin heads. Black cardboard cats and owls and witches should be hung in every possible place, covering all the lights, etc. Burn wood alcohol in brass bowls. It makes a weird blue light that adds a lot to the spookiness of things. When the guests are gathered, the leader announces that a terrible tragedy has occurred to one of them. He was killed just as he was about to enter the house, and his body has been brought in, in pieces, and will be passed around to see if the guests can identify the slain man. The guests are then seated in a circle and the remains are brought in, in a basket, and one part at a time passed around—a

grape for an eye, a chicken bone for a human bone, his mustache (bought at the Five and Ten Cent Store), spaghetti for veins, false teeth, a thin sea shell for a toe nail, a balloon for his stomach, wet salt or sand in a glove for his hand, etc., as far as your imagination will hold out and produce excitement for your guests.

Water Test

A laughable experiment consists in filling the mouth with water and walking around the house or block without swallowing or spilling a drop. The first person of the opposite sex you meet is your fate.

Telling Your Fate

Hide a ring, a thimble, and a penny in a room in which the games are to be played. The one who finds the ring is to be married first. The thimble denotes a bachelor man or maid. The penny promises wealth.

Apple Seed Test

Cut an apple open and see how many seeds it has. Two point to early marriage; three, a legacy; four, wealth; five, many voyages across the sea; six, fame; seven, your heart's desire.

Blowing the Candles

Place ten lighted candles on a table. Each blower in turn is blindfolded, turned around three times, and told

to walk to the table and blow three times. The number of candles left burning shows the number of years before a marriage will take place. If all are blown out the wedding will be within a year. If none are blown out the wedding will never come off.

Other Hallowe'en Games

Hang an ordinary wedding ring from the doorway by a string. Each player must stand twelve feet back, point a pencil and walk in the direction of the ring. The first one to put the pencil through the ring without moving the hand holding the pencil will be the first to marry.

Cut out good-sized letters of the alphabet and paste them about two inches apart on a sheet of cardboard. To learn the initials of a future husband or wife, each player in turn is blindfolded, turned around three times, and told to walk to the cardboard and put his finger on three letters in succession.

Write fortunes on white paper with milk. They will seem like plain white pages. Give one of these apparently blank pages to each child. It would be amusing to have someone dressed as an old witch chant a spell while passing each paper in turn over the flame of a candle. The letters will mysteriously turn brown so that the fortunes are made plain to read.

Hide paper owls, paper cats, and paper witches all

around the house. Each player is given a basket in which to place his findings. Owls count 5; cats, 10; witches, 15. The one receiving the highest score wins the prize.

Hang a sheet across a doorway. The sheet must have a small slit at the height of a child's face. Divide the children into two teams, one in front of the sheet and one behind it. Team One is given the first chance to play. Each child in turn puts his nose through the slit in the sheet. Members of Team Number Two are given paper and pencil and write down their guesses as to whose noses they have seen. Each one reads his list, and the one who has made the most correct guesses receives the prize. The teams change places, and the game is repeated.

Here is a variation from the usual bobbing for apples. Two apples are placed on newspapers on opposite sides of a chair; the two contestants, their hands tied behind their backs, kneel on either side of the chair and race to see who can eat his entire apple first. If the apple falls to the floor that player is disqualified.

Each guest is given fifteen letters cut from a magazine. At a signal from the leader each guest in turn places his handful of letters in a tub of water and with a long wand stirs the letters around. When the water has again become still the letters will foretell either the initials of the future mate or some important forecast of the future. The leader can use his imagination as much as

he likes to make this amusing. Each lot of letters is entirely removed before the next fate is forecast.

The Future

The young man in the secret announces that he is a mind reader. To test his power, he asks each player to write on a slip of paper, in not more than four words, what he or she resolves to do in the following year. These papers are placed, one by one, face downward on a table behind which the mind reader stands. He announces he will tell what is in each paper without reading it, asking that, as each is read, the author acknowledge it by raised hand.

Now, a fellow conspirator has already told the mind reader what he is going to write on his paper, and he brings this paper last to the table. Its position is, of course, noted by the reader.

The mind reader closes his eyes, picks up a paper from the table and places it on his forehead, blank side toward the audience. The words he reads, presumably from this slip, are those previously planned and written by his confederate, who raises his hand in acknowledgment. The mind reader, on opening his eyes, glances casually at the paper, to see what the real words are. These he uses for the next paper. His colleague's paper is the last he picks up and this closes the game, leaving the company completely mystified as to how it is done.

Menu for a Hallowe'en Party

GHOSTLY DOSE
(Cream of celery soup)
SAND WITCHES
(Sandwiches)
FAIRY WANDS
(Bread sticks)
MAGIC RINGS AND FAIRY UMBRELLAS
(Filet of beef served with mushrooms)
or
MYSTERIES
(Chicken patties)
DRIFTED SNOW
(Riced potato)
HOBGOBLIN SALAD
(Fruit salad)
OWL'S NEST
(Ice cream served in spun-sugar baskets)
or
MOONSHINE
(The name for any dessert)

The Table

Half the fun of a Hallowe'en Party is the decoration and arrangement of the table. Carrying out the idea of a black and white rather than an orange and black

party, keep away from pumpkin heads and think mostly of black cats and ghosts. A flat mirror, either round or oblong in shape, is placed in the center of your table. A thick cream-colored candle stands in the middle of the mirror. Around the edge of your mirror make a row of dancing ghosts which may be cut from white crêpe paper and wired. If this is too much trouble, Dennison's carry an autumn-leaf paper. The leaves must be cut and wired to make a border for the mirror. A black cardboard cat should be wired and stood in one corner of your mirror, and a witch riding a broomstick should have similar treatment and stand in another corner. The table should be covered with black crêpe paper. You flute the edges so as to give a soft finish. At each place put a ghost hat made from white crêpe paper. It looks a good deal like a clown's hat and is decorated with a black paper ruff. Black ink is used to sketch out a face. A candy box to match the ghost hat could be made of white crêpe paper with little black sticker cats or owls or witches decorating it.

While the guests are still at the table, someone can come and ask each guest in turn which month he was born in and make up a little fortune for each month. Those born in January, she could say, will travel a great deal and always have money. To be born in February means you are sure to meet your true love; March, you will be successful in business but never go far from home.

April brings great happiness and contentment. May means an artistic career; June, a love of out of doors—dogs, horses, gardening; July, you will be influential in the political world; August, you will be a clever home-maker and provider for your family of which there will be many; September, you will be a student and a very wise and noble person; October means a very happy, amiable disposition, sure to have many friends and many interests in life; November, you will be married twice, both times happily; December, you will be a very thoughtful, kind person, always doing nice things for people and being a very useful member of the community.

The final stunt for Hallowe'en, before the guests go home, is for each girl to walk down the cellar stairs backward (service stairs in apartments) holding a mirror over her shoulder, hoping to see her fate. As at a great many of these parties there are only girls, it may be difficult to furnish fates for all, so one way we found was to corral a couple of young brothers and give them a variety of masks. The girls walk downstairs. The boys in turn put on one of the masks—a Chinaman, a Mexican, an Indian, a clown, a devil, and so forth—and gaze into the girl's mirror. Shouts of excitement and horror come from the girls!

A BIRD MIGRATION PARTY

THIS is an odd-sounding name for a party, but it is a very good in-between-seasons affair, when the birds are flying either north or south. It is especially successful for an outdoor party where you have space in which to play. Invitations are written on the back of cardboard birds, such as are used in schools and kindergartens, and enclosed in gayly colored envelopes. This is the rhyme:

The birds are flying South to-day;
Come and join them on their way.
Wear a costume light or dark.
Be a robin, jay, or lark.

Come at four, at seven go.
You'll find the happy date below.

Date Time
Address

If you are having the party out of doors, you can have the guests go from one part of the yard to another as the birds migrate from city to city. If you wish to have an elaborate party, you could have parts of the yard decorated to represent the cities they are flying through. The Southern seashore resort should certainly be around the sand pile. If there is a pond on the place, that could be Charleston or St. Augustine. Washington, D. C., could be represented by numerous postal cards picturing the city, and so on, depending on the direction and length of the birds' flight. Also, if the children have reached an age where they know much about birds and their habits, it would be interesting and instructive to find out the wintering places and the summering places of the various birds so that the migrations may be true to life.

If the party is to be indoors, the house is decorated with paper birds cut from Dennison's paper, strung on wires and hung from the lights, mantelpiece, curtains, and so on. As each child comes in, pin on his back a piece of paper having on it the name of a bird and a number. Each child is supposed to try to prevent the

players from seeing the name written on his back, while at the same time he tries to see what is pinned on the other children's backs. This is a good game to break the ice and get things started. The players should each be given a pencil and paper on which are as many numbers as there are numbers pinned on the backs of the guests. As a child catches sight of the name written on another child's back, he writes it down on his paper. When the leader thinks that this game has been played long enough, she has each child write his name on his paper, and she collects them to see who has the most names correctly.

Washington, D. C.

Now the leader says: "We are going to fly South with the birds and the first place we are going to stop is Washington, D. C." If the children are old enough, have postal cards of the familiar sights in Washington from which the names have been removed. Number your postal cards, give the guests pencils and paper, and allot a certain number of minutes for writing down what they think is the title of each postal

The Capitol

If the children are younger, a huge picture of the Capitol is tacked on the wall of one of the rooms and as many tapes as there are children are tacked to

the front door of the Capitol. Each child takes one of the tapes and is given a pair of blunt scissors. At the word "Go," from the leader, he starts to cut through the center of his tape. The one who reaches the Capitol door first, wins. It does not matter how crookedly the players cut, but if a child cuts off the tape at any point he is disqualified and must drop out of the game.

Talk

Next, let us say, the birds go to Charleston, S. C. Since Southerners are supposed to be great talkers, each player is given a little colored cheesecloth bag with twelve colored cotton balls such as we use at New Year's parties. The players go about questioning each other on any topic desired—school, traveling, gardens, animals, etc. Whoever replies to a question with a "Yes" or a "No" forfeits one of his balls. At the end of twelve minutes the guest who has the most balls in his possession wins the prize.

Fishing

Next the birds fly to St. Augustine, Florida. Each child is given a pencil to which is attached a string with a bent pin on the end. On the floor are shoe buttons arranged with the rings up. The players are to see who can hook the most buttons. A definite time limit must be placed on this game.

Hunting Pebbles

The next stop will be Miami, Florida. The children are each given a paper bag, such as you get at the grocer's for a cent apiece, and told to hunt for pebbles which you have hidden under cushions, back of curtains, in the bookcase, in boxes, in scrap baskets, in the fireplace, and so forth. When they have collected all of the pebbles ask the players to be seated on the floor and make designs with their pebbles. The child who makes the most attractive design wins the prize.

Making Pictures

The last flight will be to Panama. Each guest is given a piece of cardboard about 5 inches by 5 inches, a small package of confetti, and a little bit of paste. If you will spread a newspaper on the floor you will find it will spare the rugs. Allow them from seven to ten minutes for this contest. Each player must spread the paste on his cardboard, then sprinkle on the confetti to make a picture, and give his picture a title. The prize goes to the one whose picture looks most like its title. If you are a mother who fears disaster may come with paste, get from a kindergarten supply house a quantity of paper circles. Allot, say, twenty circles to each guest, asking the children to make a pattern or a picture on their cardboard with the circles.

Guess the Birds

If you are entertaining a group of older children who have made a study of birds, it would be nice to have some really instructive games. Cut out colored pictures of birds and hang them around the room, numbering each picture. Give to the children pads and pencils. Have the corresponding numbers on the pads and allow a certain number of minutes, depending on the number of pictures you have, to guess the names of the birds.

Knowledge

Another suggestion is to give each child paper and pencil and pass a basket with slips of paper. On each slip is written the name of a bird—a robin, a jay, a thrush, a sparrow, and so forth. Allow each child six minutes to tell all he knows about the particular bird he has drawn on his slip.

For an Older Group

You could work both of these games into the idea of the bird flight, such as we planned for the younger children. Many birds winter as far away as South America. You could make the first stop Washington, D. C., where you could have the players guess the titles of the bird pictures. In Florida they could each write the history of a bird. In Panama they could make confetti pictures

of a bird, or, if it seems more realistic, give them plasticine and let each one model his favorite bird. The plasticine comes in different colors—bright blue, orange, red—so that the young sculptors could make quite natural looking birds. The last stop would be somewhere in South America, probably Brazil. The older girls and boys might play the game that we described for the younger children to play in Charleston, where they have the little cheesecloth bags with the little cotton balls. The players go about questioning each other, but the conversation must be entirely about birds—what ones you have seen at that season, their habits, their winter and summer homes, the different ones which have nested in your yard, and so on. Any child that replies to a question with "Yes" or "No" forfeits one of his colored balls. At the end of twelve minutes the guest who has the most balls in his possession wins the prize.

The Table

The table for a Bird Migration Party is easy to do, inexpensive, and has great possibilities for real beauty. There are many sorts of bird papers at Dennison's, or you can use plain white paper tablecloths and cut out, mount on cardboard, and wire various paper birds. At almost any Five and Ten Cent Store you will find little celluloid birds. Fasten one on each water glass, with the

place card in its mouth. If one wants to go to quite a bit of trouble for the hats, each one could be made to represent a different bird. There are many different colors and variations of the same color in crêpe paper. You can make a little round cap. Then cut from the crêpe paper a bird and decorate it with paper feathers. Mount this on cardboard and paste it to the little round hat. A Jack Horner pie decorated with paper birds and with different colored tulle for each streamer is always effective. Some sort of candy boxes with paper birds on them will be needed. If you can get a cooky cutter in the shape of a bird you will have appropriate sandwiches and cookies. For the ice cream have spun-sugar nests with ice-cream birds in them.

A HORSE PARTY

AN ELEVEN-YEAR-OLD girl in Minneapolis invented this party. Being passionately fond of horses, nothing but a horse party would please her.

Invitations should be written on deep tan correspondence cards on which a horseshoe has been traced. Inside the horseshoe write the following:

> Horses gray and brown and black
> Are coming fast to join our pack.
> Dress in just the simplest thing
> And come and play within the Ring.

On one side of the horseshoe write the date, on the other side the name and address.

The best sort of costume is a regular pajama suit of brown cambric. Each child can come in costume or be given one when he arrives. A horse's head cap should be presented to each child at the door to make the costume complete. These caps are made of brown mat paper with a little brown crêpe paper hat inside to hold it tight. The two sides of a horse's head are traced on the mat paper showing the ears and forelock standing up. The eyes, nose, and mouth are sketched in with a black crayon. Cut out the two sides of the head and fasten together with small paper clips at the nose, ears, and back of the neck, leaving the under part open for the head to slip inside. An amusing variety is to have a few donkey heads made of gray mat paper.

Old Broken-Down Horse

As soon as eight or ten children have arrived, seat them in a circle with all the chairs turned out. It is simple to add more chairs as more children come, without stopping the game. The leader goes around and gives each child a name: a racing horse, a dray horse, a saddle horse, a polo pony, a cab horse, a dapple gray, a sorrel, a bay, a bucking bronco, and the old broken-down horse. The leader must tell a story about all the different horses she has known. As she mentions a particular horse, the child who is so named gets up and prances around the chairs. The only horse the leader

fails to mention is the old broken-down horse. When she finally says "The old broken-down horse," it is the signal for all the children to take seats, including the leader. The child who is left out must then tell a story of the horses he has known.

Horse Race

The main game of the day is Horse Racing. Mark off four race tracks across the room with cotton tape. You can pin the tape to the rugs without injuring them, and the pins will hold the tracks more securely. Each track must have nine or ten squares as hurdles. Four children at a time are chosen to "ride the horses." They go to the stables and mount their horses, and each is given a number, 1, 2, 3 or 4. The other children are allowed to choose which horses they want to have win. The leader has four poker chips marked 1, 2, 3, 4, and one dice. She puts the dice in a little shaker and the four chips in a hat. One of the children is allowed to take out a chip, and the leader then shakes the dice. The "rider" who holds the number that has been drawn from the hat, we'll say 3, may move down the race track as many squares as have been turned up on the dice, for example, 5. To go over a hurdle, the dice must say 6. After each move the dice and chip are returned to their respective places and shaken over again. Every player must be given a chance to be a rider. The rider that wins does

not get a prize. Instead, the players who choose the winning horses get prizes. This lends novelty and variety to the game. It does not seem to me that the prizes need pertain to horses. Puzzles make very amusing popular prizes and do not cost more than fifty cents. There is an unlimited choice in prizes if you want to spend more money.

Ivory Soap Sculpture

After this you want a quiet game. Each child is given an old newspaper, a cake of Ivory soap, a paper pattern of a horse, and a palette knife. The children trace out the patterns and are allowed twenty minutes to model the most realistic horses.

Tape Race

Next is another race. Four or five players at a time are required to walk down a strip of tape stretched across the floor. The players winning from each group must have a final race to see who comes out first, that person getting the prize.

Newspaper Race

Still another race is called the Newspaper Race. Four or five players, or as many as can comfortably race at one time in the room, are lined up at the goal and each is given two folded newspapers. At a signal to

start, the contestants are required to put down first one paper and then the other and step only on the papers, so they have continually to make their own path to the opposite goal. The winners play each other off until one is the final winner.

Making Horses

The children are seated on the floor, and the leader passes a basket containing little cardboard squares, each having a letter, such as you use in playing Anagrams. You will have to be careful in allotting these letters. If you have a group of fifteen, each child will have to have two or three, and you will have to duplicate at least once. When doing this, number the duplicate vowel, for example, A1, A2. The leader now says that she is collecting different kinds of horses from their stables. Again you have the sorrel, the bay, the dappled, the bronco, the gray, the black, the white, the cab horse, the saddle horse, the dray horse, and so on. Let us say she calls for the gray horse. The children having G, R, A, and Y, come forward and form the horse. The complete horse is then asked to give a stunt. Anything goes for a stunt—a recitation or an act.

The Table

The table should be covered with plain white paper tablecloths. In the center is a square box covered in

bright green crêpe paper with a toy horse standing in the center of the box. Coming from the box are bright green tulle ribbons that extend to the places. Scattered over the tablecloth are a number of gilt horseshoes which can be found at novelty stores, and at each place is a place card attached to a horseshoe by a green ribbon bow. For noise makers there are little horns in the shape of horses' and donkeys' heads. And for the nice favor there come four-inch-high horses and donkeys that are very engaging. Instead of candy containers, you can have made up for you in a candy store little candy horses. That makes the table quite complete.

A PILGRIM FATHERS PARTY

THIS is, of course, a party to be given around Thanksgiving time. Gray paper and envelopes should be used for the invitations. If you can find someone who has a very flowing handwriting which looks like old English script, let her write the invitations and say:

The Pilgrim Fathers do write to ask you
To come to a festival, Tuesday at two

Name and address Date.

Wild Turkey

When eight or ten of the children have come, start the first game. Have it hunting the turkey for Thanks-

giving dinner. All the players are blindfolded except the wild turkey. The wild turkey has a necklace of bells. All the players hunt the turkey whose tinkling bells give away his whereabouts. Play this game until all your guests are on hand.

Hunting Turkeys

Buy at the Five and Ten Cent Store a three- or five-inch cardboard turkey for each guest expected, and paste white paper over one side. Hide these turkeys under cushions, back of doors, behind books, in drawers and boxes, under beds, and so on. At a signal from the leader the players start to hunt. Each child is to find only one. He is given a pencil and must sit down on the floor and write on the back of his turkey one interesting fact that he knows about the Pilgrim Fathers. This is a subject which most of the children will have been studying recently, and they ought to have no trouble in playing the game. When most of the children have finished their writing, and signed their names, the turkeys are gathered up. The leader now says that she has collected together all the turkeys that she can find, and she is going to find out which turkey knows most concerning the people round about. She reads the different sentences. Some of them will not be true or will not be exact, but the two or three that are the best will be given a small prize.

Archery

This would be a nice party at which to have an archery contest, since archery was at its height at the time of the Pilgrim Fathers. The bow and arrows and target can be bought in any toy department. In order to keep the game full of zest for all the players, you ought to divide them into teams with not more than six on a team, each team to have its own target. Each player on the team is to have three turns, but not in succession. In that way the players' interest will not lag. The winners of each team must be awarded prizes, of course.

Turkey Auction

For the last game, buy as many papier-mâché turkeys as you have guests. You want fairly good-sized turkeys, such as you would use for candy containers. You can buy them almost anywhere at Thanksgiving time. Put in each of the turkeys a funny or nice favor of some kind. These will vary according to how much money you want to spend. Anything from the Five and Ten Cent Store to a jewelry store is permissible. You announce that you are going to have an auction sale so that all the Pilgrim Fathers can have a turkey for Thanksgiving. Put the turkeys all on one table and have the guests seated in front. The auctioneer picks up one of the turkeys and asks what anyone will give for it. In the days of the Pilgrim Fathers it was all exchange. There

was little money. So each child is called upon to contribute something. He must volunteer to do something like singing a song or reciting a poem or turning a somersault. If he has no ideas of his own, he must draw one of the slips that the leader has prepared on which she has written various forfeits, such as:

You must yawn until you make some child in the group yawn.

Blindfold two persons; start them from opposite sides of the room; tell them to find each other and shake hands.

Put hands on top of a cane; put head on hands; in this position turn around three times; then walk straight to seat.

Smile five different ways.

Shake hands with five different people in five different ways.

The Table

The Thanksgiving table is very simple to arrange, as there are so many favors and special papers got up for that time of the year. It would be nice to keep as much as possible to the idea of the Pilgrim Fathers. There is a

Dennison paper that pictures the Pilgrim Fathers, guns over shoulders, walking in the November twilight. With this paper for use as a tablecloth you could have for the Jack Horner pie either a ship to represent the *Mayflower* made of tan cardboard with yellow paper sails, or else you could have a replica of Plymouth Rock made from brown paper. The ship, of course, would be much the prettier, and you could have a little gangplank from one side going down to Plymouth Rock, which could be a stone from the garden. It would be attractive to have a few dolls dressed in Puritan costume standing on the deck of the ship. Yellow and orange and tan malines ribbon streamers should extend to each place. The favors should represent the treasures that the Pilgrim Fathers brought over on the *Mayflower*. It would be amusing to have the favors in the pie pieces of doll-house furniture. If not, there are various other things that would seem to be replicas of objects that the Pilgrim Fathers might have treasured, such as little perfume bottles for the girls and knives or compasses for the boys. Since there have been so many turkeys in the games, I don't think I would use them for favors, except the little celluloid ones which are used to hold place cards in their mouths. Tie a place card to the end of each tulle ribbon in the pie, slit the mouth of the celluloid turkey with a knife and slip in a place card. At the Thanksgiving season of the year you will come across candy boxes

that have little figures of Puritan men and women on the top, or, if these are not obtainable, dress little china or celluloid dolls in Puritan costume and fasten them on little boxes. You could alternate and place first a doll dressed as a man and one dressed as a girl.

A JACK FROST PARTY

THIS is an idea for a December party. Just to get away from the invariable red and green of Christmas week, call it a Jack Frost Party, and for colors use Nile green and white. Write the invitations on green correspondence cards; put a little paste around the edges and sprinkle on artificial snow to make them look frosty. This is the rhyme:

Come to our house on the 4th of December.
There'll be supper and games and much fun to remember.
Jack Frost will be here with a greeting most hearty
To welcome our guests at this icicle party.

You might open a Jack Frost Party by saying that everyone who travels into very cold regions needs to

test out his five senses to see how useful a member of a foraging party he would be. So the first thing that we are going to do at this party is to see which children have the keenest sense of smell, taste, sight, feeling, and hearing.

Sense Game

Though these sense games are as old as our grandmothers' time, they are always a success and an unfailing delight to the children. The simplest way to prepare for one of these parties is to set up three card tables. On one put different things that are to be tasted—lemon juice, paregoric, cold tea, flour, sugar, a piece of sweet chocolate, or anything that is most convenient to serve. On another table place the things that are to be smelled —perfume, coffee, Listerine, Castoria, a flower (carnation, rose, or whatever you have), or several different flowers, Lifebuoy Soap, smelling salts, kerosene, and so forth. On another table arrange objects to be felt—water, cotton, a key, an eraser, a box, a small brush-broom, an ash tray, in fact, almost anything small in sight will do for this table. Each table is covered with a cloth until you are ready to play the game. The easiest way is to have the children sit in a circle on the floor with their backs to the center. Paper and pencil are given to each. The leader stands in the center of the ring and asks the children to write "The Sense of Touch."

The children put their hands behind their backs, and the leader passes a dozen objects around. Each player is allowed to hold an object for only an instant, then he must pass it on and write his guess as to its identity on the paper.

The next test is for the sense of taste. The leader stands behind the child and has a number of paper spoons so that each child may have a different spoon. She gives the child first a taste of one thing and then another, and so on. The game moves much more smoothly and rapidly if the leader can have several assistants when it comes to the taste and smell.

The next trial is for the sense of smell. The leader must have the condiments that she is using in cups, so that the other players cannot see the color. She places her hand over the player's eyes as she puts each cup under his nose. The child immediately writes down his guess.

Next comes the sense of sight. On any sort of a low table place at least twenty different objects—a bottle, a vase, a pencil, a pen, a pad, an inkwell, a flower, a sugar bowl, a doll, in fact, anything that comes handy and has not a difficult name for the children to spell. Keep the children in another room until you have completed your table. Call them in when all is ready, and allow them to walk once, very slowly, around the table. Then they must go back into the other room, where

they are given pencil and paper and asked to write down as many objects as they can remember.

Last is the test of the sense of hearing. Children ought to be at least nine years old to play this particular version of the sense game. They are seated around the room and given pencil and paper. The leader goes to the piano and plays in turn a few bars of the familiar patriotic songs, and school songs, and of one or two popular airs of the day. The children write down what they think is the title of the song or piece that the leader is playing.

There are two ways of correcting the papers. Either let the players write their names on their papers and then change papers and correct each other's, while the leader reads from a correct list, or the contestants write their names and turn the papers over to some older person in the family to correct. The prize is awarded to the child who has the most correct answers.

Packing a Trunk

After the sense game I suggest a lively one such as Stagecoach. The leader has a basket in which are all sorts of different objects. She goes about to the children in the circle and gives each child one thing from her basket—a cap, mittens, gloves, rubbers, a pocketbook, a toothbrush, a comb, handkerchiefs, a muffler, a jar of cold cream, a bathrobe, hairbrush, dress, a book, pajamas, stockings, shoes, etc. Then the leader tells a

story about how she was packing her trunk to go on a trip to find Jack Frost. Whenever she mentions any of the objects she has given one of the children, the child who has that object must get up and turn around once. Whenever she speaks of all the things in her trunk, all the children must get up and turn around. The leader tells about the difficulty she has in packing to find a place for this or that. Finally she says, "My trunk burst open," which is the signal for all to change seats. The leader, too, finds a seat, and the child left out goes on with the story.

Bead Race

Each player is given a dinner knife, and at a signal from the leader runs up to a bowl of small colored beads, takes as many as he can carry on his knife, walks across the room, and puts them in an empty bowl. Whichever child succeeds in carrying the most wins the game. (No more than six at a time should play this game.)

The Table

This is one of the prettiest table schemes I have ever seen. The table is covered with white crêpe paper. In the center is a snow man made of white crêpe paper. He wears a black stovepipe hat and has black buttons down his front. In his mouth is a corncob pipe, which should be filled with incense and lighted just as the

children come into the dining room. Pale green tulle ribbons come from every part of the snow man and reach to each place. The candy boxes are little snow men made of cardboard and cotton with black stovepipe hats and little black brooms in their hands. The hats are the most charming you have ever seen, made of fringed white paper to look like a snow man, with stovepipe hats and buttons of glazed black paper, and with little black paper brooms. They are extremely becoming to the children. For place cards use little celluloid reindeer. Take a knife and slit open the mouth, put in a narrow white card and attach the green tulle ribbon from the pie to one end of the card. This makes a very pretty effect, as if the reindeer were drawing the pie. All over the table place little china figures that are to be found in the stores at this season of the year—polar bears, little children on skis or sleds, and so forth. Sometimes you can get quaint little imported toys such as a little Russian sleigh with a gaily dressed driver and three horses pulling the sleigh. Something of this sort will add just enough red to your table to make the green and white most effective. At the toy stores you can find little artificial trees about three inches high, and little cardboard houses about five inches high. Two or three houses with trees grouped around them look well at either end of the table. When you have entirely finished decorating your table, sprinkle everything liberally with artificial

snow. I have never seen a lovelier table than this makes, but as it is described here it is quite expensive. You can get the same general effect, however, if you use the white crêpe paper snow man for the Jack Horner pie, and snow men for hats and candy boxes. It is the china figures that make this an expensive table plan. However, they do add to the charm and distinctiveness of this scheme of decoration.

PARTIES FOR YOUNGER CHILDREN

PERSONALLY, I do not think it is anything but a waste of time to attempt to give a party for children under five years of age. However, since I have had any number of inquiries for parties for two-year-olds, I am going to devote a whole chapter to the games I have found most successful for the very young. That really means from four to six, or even seven, as some of these games are just as enjoyable at seven as they are at four. However, until the children are seven, I do not approve of any concentrated play. Give them as much freedom and individual action as possible. All through this book, under various headings, are suggestions for parties that will do for young children, such as Valentine's Day, Mother Goose, etc. This is a plan for the inevitable birthday party that does not come at any special holiday season.

You might use the Fairy Invitation. Buy very cheap gay-colored correspondence cards that come in all the pastel shades, and trace a little fairy in the corner, using colored inks. This is the verse we have used:

If you follow the rainbow one fine April day
It is certain to lead you right over our way.
There'll be contests aplenty, a good supper too,
And we hope very much that we may expect you.

If you want to have a Rainbow Trail at your party, it is just the same as a good old-fashioned Spider Web Party. Have a different colored string for each child, but if there are too many to have one for every player, divide them into couples. The strings are twisted around chair legs, under desks, back of bureaus, through the banisters, or, if it is summer time, out of doors, around the porches, out in the garden. Eventually each child comes to the end of his string and finds a prize.

You will find another Rainbow Trail described in an Easter Party (page 60).

Meow

Meow is a very good game for young children. The players form a circle and sit down on the floor. One child is chosen to be the "Pussy" and must get down on all fours in the center of the ring. He crawls up to some child in the circle and says "Meow" three times.

The object is to make the child laugh. If his attempts do not succeed he continues around the circle until one of the players laughs. The two then change places, and the one who laughed becomes the "Pussy." This may be repeated till every child has had a turn.

Frog in the Sea

There is also the game Frog in the Sea. One child is chosen to be "It," and sits Turk fashion in the center of the floor. The other children make daring raids upon him, singing, "Frog in the sea, can't catch me." The Frog reaches out to tag anyone he can reach, but he must never change his place or uncross his legs. Each child whom he tags must sit down by him in similar cross-legged fashion and join him in being a frog and catching the others. The game continues until all but one child has been caught. This child may change places with the others and become the "Frog," as in the beginning, and the game may be played all over again.

Story

If you can tell a story and bring in the children to help act it out, it seems to be an unfailing way to hold their interest. I had a desperate time one day. I discovered I had to entertain twenty-nine children in what seemed the smallest room in the world. It was not possible to play any active game. It was all we could do to make a circle. I chose two of the children and said

I was going to send them on a fishing trip to Florida. I had them link arms and stand in the middle of the circle. Then I told them to pack their trunks and asked them what they thought was the first thing they had better put in. Being girls, they immediately decided upon clothes. So each child chose one of the other children as a dress, a sweater, a pair of shoes, then fishing rods and bait, etc. Finally they started off, the children chosen to be packed in the trunk following after them in the circle. I blew a whistle when the train arrived in Florida. They went to their hotel and started unpacking their trunks, putting their things in the closets and drawers, etc., which all made much merriment. The children who had not yet been chosen to be in the game now turned into the food at the hotel and were served as lobster patties, beef tea, steak and onions, etc. One child was saved out to be the first fish that they caught. Instead of having the children take a trip to Florida you can vary this. If they are older they may be starting to college, with all the things they would need for their wardrobe and rooms. For very little children, of course, you can take a trip to the seashore, with bathing suits and sand toys.

Hunt the Ring

Before supper you will want a quiet game. The game that I seem to play before supper at almost every party

is called Hunt the Ring. The children sit in a circle on the floor, and one child leaves the room. Another child is chosen to hide a ring in plain sight. When it is hidden, we call in the child from outside the room and begin to clap. We clap very softly when he is "cold," or far away from the ring, and when he draws closer, or is "warm," we clap louder and louder. While we are playing this game the children can go in various relays to wash their hands for supper, which does away with the usual confusion at the last minute.

As I said before, don't wait to play a game until all your guests arrive. It is apt to give the children an opportunity to grow bored or so lively that they are worn out and out of hand by the time you start the party. Begin a game as soon as four or five have come. You can always play a trick game, or Hide the Button, or Spin the Platter, or John and Mary, or give the early comers puzzles or plasticine until enough guests are on hand to start one of the party games.

Table Decorations

For a Fairy Party we use what we call a petal pie made of primrose-yellow crêpe paper. The ends of the petals are twisted with all the pastel shades of paper—pink, blue, green, lavender, etc. A tulle ribbon of a pastel shade leads to each child's place. For the hats one roll of crêpe paper will make eight. The roll of crêpe paper is cut

in sixteen-inch lengths—one piece for each cap. To make the cap, lay one piece flat on the table with the narrow end facing you. With scissors, cut five slits equal distances apart to the depth of two inches. Turn the piece of paper and slit the opposite end in the same way to the depth of half the paper. Catch each corner made by the slits and roll diagonally on a small knitting needle; press the roll tightly together with the fingers, and withdraw the needle. You will have a series of six shirred points at each end of the paper. The outside edges of the piece of paper are lapped and pasted together, leaving open the pointed strips on both ends. Gold tinsel cord with bells on each end is tied tightly around the center of the cap, leaving the long pointed strips to fall as they will. The row of two-inch points are folded back to make a finish around the head. Behold a fairy hat! For the candy boxes, slit the paper and curl the ends in exactly the same way and paste it around a thick paper candy holder. Paste up the open sides, fill with candy, tie around with silver ribbon and bells.

Cover your table with a gay paper tablecloth—one comes with brightly colored balloons for decorations and makes a pretty foundation for your petal pie, caps, and boxes. Place cards are not advisable for such young children, as it takes them so long to find their places.

A MOTHER GOOSE PARTY

THIS is a party for fairly young children, so you want to keep that in mind when planning your games and invitations. If you cannot buy invitations with Mother Goose decorations on them, buy blue correspondence cards and trace on them figures from a Mother Goose book. Always use colored inks—green, purple, red—for your tracing and writing and addressing, as it looks much gayer than plain blue or black. This rhyme might be used:

On May the 14th, the time is at three,
I very much hope you can come to see me.

Mother Goose will be here and she'd like to have you
Come wearing a costume as her children do.

The guests are expected to come dressed to represent characters from Mother Goose.

Now, of course, you must produce Mother Goose. This is a very easy costume, calling for no more ingenuity than a red cambric skirt, white blouse with puffy sleeves, black laced bodice, black sateen apron, and a black peaked hat which can be made of cardboard and sateen. Mother Goose should receive the guests, making a great deal of their costumes, and trying to keep in mind the character of each guest when she talks to him. When six or seven are there, she might start off the party with a variation of The Farmer in the Dell, only Mother Goose will be in the center and the children will sing (to the tune of "Farmer in the Dell"):

"Mother Goose in the Dell,
Mother Goose in the Dell,
Heigh-ho the broomstick,
Mother Goose in the Dell."

Then Mother Goose chooses any child in the circle. Let us suppose she chooses Boy Blue. The children sing:

"Mother Goose chooses Boy Blue,
Mother Goose chooses Boy Blue,
Heigh-ho the broomstick,
Mother Goose chooses Boy Blue."

Next Boy Blue is allowed to choose anyone he wishes to come into the circle. Suppose he chooses Bobby Shafto. Then the children sing:

"Boy Blue chooses Bobby Shafto,
Boy Blue chooses Bobby Shafto,
Heigh-ho the broomstick,
Boy Blue chooses Bobby Shafto."

And so on. This continues until about six children are in the center of the ring, when they sing "Mother Goose flies away on her broomstick, and the children go home." Then Mother Goose stands in the center again, and the game is played over several times.

Mother Goose Rhymes

The children sit in a circle. The leader points to a player and says the first line of some well-known Mother Goose rhyme. The child is asked to complete the rhyme. Or, if the children are a little older, write the first lines on slips of paper, give a slip to each child and require one child at a time to open his paper, read aloud the first lines, and complete the verse.

Mother Goose Stagecoach

Another game to have is Mother Goose Stagecoach. (Stagecoach is the game in which all but one child has a seat, and that particular child has to tell a story.)

Name the children for different characters out of Mother Goose, such as Simple Simon, Three Blind Mice, Mary Quite Contrary, Miss Muffet, and so forth. The story-teller concludes her story, saying, "Mother Goose flew away on her broom," which is a signal for the players to change seats. The one who is left out continues the story.

Singing Rhymes

Purchase a variety of bright colored combs at the Five and Ten, give one to each child, with tissue paper to cover his comb. Show the children how to play a tune on the comb. You can sing all the nursery rhymes and Mother Goose stories. With a little help and supervision from the leader the children can sing high and low, and part of them can sing at one time and part at another, and all come in on the chorus. The children love this sort of thing, and you will be surprised, if you haven't already tried it, how much harmony you can get out of combs.

Choose Partners

To choose partners for supper the hostess prepares two sets of cards. The cards given the boys read: "Jill," "Miss Muffet," "Simple Simon," "The Farmer's Wife," "Mrs. Jack Sprat," "The Mouse," "Cockle Shells," "Silver Buckles," "Pumpkin Shell," "Stockings." The

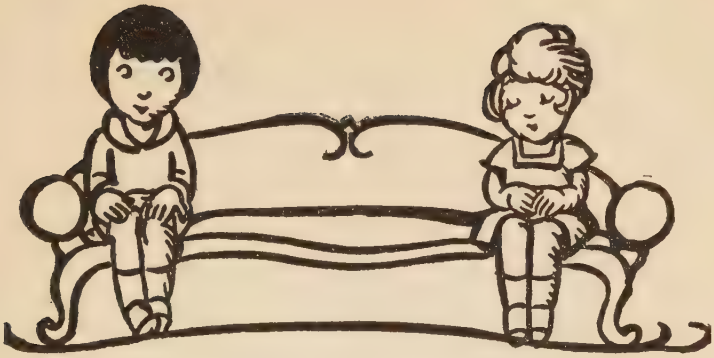
girls' cards read: "Jack," "The Spider," "The Pieman," "The Three Blind Mice," "Jack Sprat," "The Clock," "Mary Quite Contrary," "Bobby Shafto," "Peter Pumpkin Eater," "My Son John," and so on. When the cards have been distributed, the children hunt for their partners by matching up names. Jack finds Jill, the Spider, Miss Muffet, and so on.

The Table

Dennison's make a most charming paper with pictures of Jack and Jill and several other Mother Goose favorites. These should be cut out, mounted on thin cardboard, wired, and used to decorate your table. They can also be mounted on plain little round skullcaps for hats. For your Jack Horner pie, you could try to devise a crêpe-paper Mother Goose, standing on a square box covered with crêpe paper. It would be lovely to have the favors little woolly lambs, dogs, cats, and animals which pertain to Mother Goose stories. This, however, is a good party for a grab bag instead of a Jack Horner pie. It is not nearly as effective a decoration, but is easier to make than a pie. The best foundation for a grab bag is a tin scrap basket around which you have pasted some gay paper. The top edge of your paper should look like rose petals or flutings. Run a ribbon in the paper about two inches from the top and gather your bag shut. When the children are ready to

leave the table, let each one put in a hand and grab a toy.

For a place card, one can obtain a little broomstick about six inches long, the handle of which is a pencil. This could be put through a piece of white cardboard, inscribed with the child's name, or else the little piece of cardboard could be tied on to the broomstick with a ribbon. Another idea is to tie to each little girl's chair a small broom such as children play with, and attach a tag with the child's name to the broom handle. At each boy's place you might put a woolly goose. It would be attractive to have the peaked Mother Goose hats. You can buy them at most novelty stores or make them of thin black cardboard. These would be so much more appropriate then the usual mottoes. For candy boxes you can get little cardboard boxes with pictures illustrating the different children's stories: Goldie Locks and the Three Bears, Red Riding Hood, Mother Hubbard, and so on.



PARTIES FOR YOUNG PEOPLE

PARENTS often ask me for games that will amuse their fifteen- or sixteen-year-old girls and boys at informal supper parties. Boys just home from their first year or two at prep school cannot always be taken to the theater or to a dance, and it is very necessary to have some definite thing planned for their entertainment. When the guests reach this age we no longer try to make our invitations different and colorful, for the more formal they are the more grown up they seem to these youngsters. The guests are usually invited for supper, and some diversion is planned for later on. One way to make the supper party a little different is to have a progressive supper party. The guests are seated by place cards as at a usual supper, but after each course each boy takes his napkin and glass of water and moves one place to the right. If you have five courses it

makes quite a number of changes. The table is arranged as for any older grown-up party, with attractive flowers and candles and pretty place cards. Instead of candy boxes, have pretty little nut cases with salted nuts at each place. Remember, this is an age that would scorn to take home any place cards or nut dishes, so have only very simple, inexpensive things. Rather, spend your money on the flowers and food.

The following are the games that we have found most successful with a group of young people:

Adverb Charades

A couple, or one single person, is sent from the room. The group remaining chooses an adverb such as "foolishly," "girlishly," "seriously," "flippantly," etc., and then the player outside the room is called back. This player must go in turn to each person in the room and ask any question that he chooses. For example: "Do you think the room is warm?" "Are you having a good time?" "Did you vote for Mr. Coolidge?" The person must reply and act out the adverb chosen. If "girlishly" is the adverb, and the question is, "Did you vote for Mr. Coolidge?" the player must act and speak as girlishly as possible. The main fun is that after each person takes his turn at acting, the one who is "It" must venture a guess as to what the adverb is. As there aren't many good actors, the guesses are often far afield and

cause great laughter. If the player does not guess the right adverb by the time he has gone completely around the circle, he is told. In any case, it is usually fun to play the game until everyone has had a turn going out of the room.

Great Names

Everyone is given paper and pencil. One person at a time is asked to write a list with the names of eight famous characters. Almost any name goes. For example: Babe Ruth, Charles Dickens, Theodore Roosevelt, Sir Walter Scott, Jack Dempsey, Rin Tin Tin, Gladstone, and Senator Borah. The player who is the first reads off his list, and the other players are given one minute to see how many names they can remember. They, of course, are not allowed to begin writing their lists until the first player has finished reading his list. Everyone should have a turn at making a list and reading it.

The Chart Game

Each player is given a large sheet of paper and pencil (thin cardboard is much better to use for this than paper). You may choose any sort of headings you prefer instead of the ones shown on this chart; you can have titles of books, flowers, countries, rivers, mountains, magazines, patent medicines, or anything you think of.

Authors	*Trees*	*Names of Ships*	*Cities*	*Moving Picture Actresses*
				G
				A
				M
				E
				S

When everyone has his chart made, a five-letter word is chosen to put down at the side. As soon as that is given the time-keeper notes the time and allows twelve minutes for playing the game. You are required to fill in your spaces. For example, you must have an author whose name begins with "G" (always last name), then an author beginning with "A," then one beginning with "M," then one with "E," and one with "S." The same with trees, ships, actresses, and cities. The object is to fill in the spaces with as unusual names as you can recall, so that they will be different from those

on the list of anyone else. At the end of twelve minutes time is called, then each player in turn reads his chart. Anyone who has the same name that another player reads says "Check," and both cross that name out so that all duplicates are checked off. When all the charts have been read each player counts how many names he has left which have not been checked off. Whoever has the most wins the game.

History

Each child is given a paper and pencil. At the top of the paper he writes any three letters of the alphabet that the leader chooses. In answering the following questions only three words may be used. The first letter of each word must repeat, in correct order, the three letters written above. For example, M. M. S.

To whom does this paper belong?	Merton M. Smith.
What is his character?	Mulish, musical, slow.
What kind of hair has he?	Meager, mouse-colored, smooth.
What kind of eyes has he?	Mad, merry, sly.
What books does he prefer?	Many marvelous stories.
What animals does he prefer?	Mud-turtles, monkeys, seals.
What is his favorite occupation?	Making many screens.

What do you forecast about his future?	Make magnificent senator.
What does he think of the world in general?	Mostly mediocre sensations.
What does he think of the opposite sex?	Many mischievous sirens.

Each player in turn reads his history.

Character

This is a good game along the lines of fortune telling and is one which may be used while the guests are still seated at the table after the refreshments.

Slips of paper are passed. At the top is a space for the guest to write his name. Below, in column form, are written such characteristics as:

Sense of humor	Charm
Aggressiveness	Intelligence
Good mixer	Imagination
Desirability as husband or wife, etc.	Ability to interest

Everyone must write opposite each to what per cent. he considers he possesses the characteristic named. The papers are collected and others passed, just the same as the first but with a name already written at the top. Each must then fill in his estimate of his neighbor's

qualities. Finally, the hostess reads John Smith's opinion of himself and what someone else thinks of him. It is surprising how much real fun a group of people who know each other well will find this game.

Two in One

Another game is to try to change one word into another by changing only one letter at a time. For instance "rose" into "fire":

Rose, rise, rite, site, sire, fire.

Then "love" into "hate":

Love, lave, late, hate.

A time allotment ought to be made for this game, depending on how many words you give the players to change.

History

Still another game we have tried is best played by a group of people that know each other quite well. Each player is given paper and pencil and is asked to write down what character in fiction or in history every other player in the room reminds him of. When the lists are completed they are all read aloud.

Advice

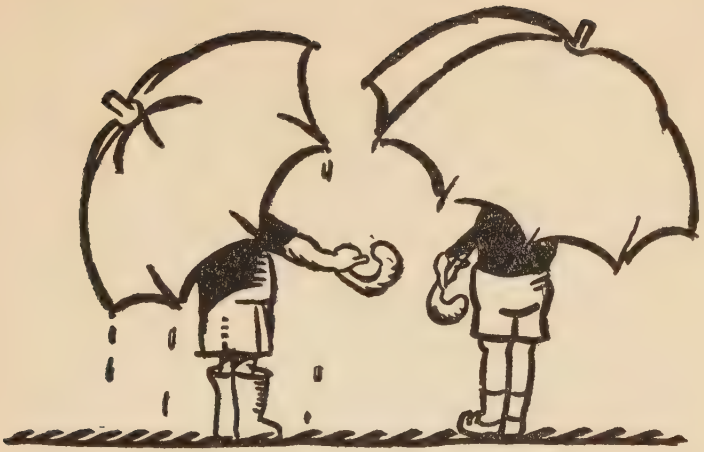
Each player is given a piece of paper and told he must write a piece of advice. Papers are folded and put in a

hat, and each person draws one. Before opening his paper to read it to the others, each player must announce whether the advice thereon is good or bad, unnecessary or timely. This is often quite amusing. For instance, Mabel Smith says that hers is "exactly the thing"; then she opens her paper and reads, "Don't be engaged to more than two men at once."

THE DIFFICULT PARTY FOR MIXED AGES

THE most trying party of all is one where the ages of the guests range from five to thirteen. This kind of party is frequently inevitable and calls for a most careful choice of games and expert leadership in playing them. Make the older children your assistants. They enjoy anything if you only make them feel important enough. The older ones won't object to the simple games that the younger ones want to play as soon as they feel that you recognize their superiority. For the main game of your party you will necessarily have to play something where the competition is not too difficult for the younger ones. For example, hunting for wooden beads, colored balls, or playing cards. This is one of those parties where to divide your guests into teams is the wisest plan. Have some old and some young on each team. If you want a Treasure Hunt,

have an older and a younger child in partnership. Working in plaster clay is ideal for this sort of party, because you can have one prize for the younger ones' work and another for the older ones'. Never attempt games like Cat and Mouse, Going to Jerusalem, and so forth, where the younger ones would be at a disadvantage. John and Mary, page 153, Farmer in the Dell, Meow, page 150, Crossing the Ice, page 22, are all good games to play when there is great contrast in ages. It is a good idea to have a number of consolation prizes that are attractive and amusing, so that the younger ones can be awarded prizes even when they don't do well. Everything at this type of a party depends on the ability of the leader to make the children work together, feel happy, and believe they are having a good time.



IMPROMPTU AND RAINY-DAY PARTIES

THERE do come times when such undependable things as the weather upset excursions and mothers want to know what to do with ten or twelve children unexpectedly forced indoors for a long afternoon. There is no time for preparation, and there is an immediate demand for games.

For the youngsters from five to seven there must necessarily be quite different games than for an older group. So for the younger group who are driven indoors on a wet day I suggest "Packing Your Trunk," found in the Jack Frost Party, page 145; also "Hunt the Ring," from the same chapter; and all the games from A Mother Goose Party, page 155. "Alice in Wonder-

land," from A Mad March Hare Party, page 55, and "Soap Sculpture," from A Circus Party, page 107, are both games easy to manage and sure to delight the players.

For an older group I would choose any of the table games from A Card Party, page 66, or a "Bead Race" from A Jack Frost Party, page 146. "Advertising Yourself" from An Ad Party, page 73, is a very restful game for mothers as well as both instructive and entertaining for the children. The games from The Month Party, page 20, and the races in the chapter called A Gypsy Trail Party, page 95, are easily staged and good fun; also, on page 78, "Geographical Charades," from A Geographical Party, is wonderful for children over ten. Perhaps for such a small group the mothers could give the children many accessories—wraps, hats, shawls, and so on—for children so love to dress up.

FORFEITS

First Forfeit. Lean your forehead on your hand. In this position turn around three times, open your eyes, and walk *straight* to your chair.

Second Forfeit. Kiss your shadow on the wall.

Third Forfeit. Place three chairs in a row, take off your shoes, and jump over them (meaning simply to jump over your shoes).

Fourth Forfeit. Put one hand where the other cannot grasp it. (Do this by grasping right elbow with left hand.)

Fifth Forfeit. Place an object wherever you cannot jump over it. (In a corner.)

Sixth Forfeit. This penalty is imposed on two players at once. They are blindfolded and led to opposite corners

of the room; then they are required to go toward each other and shake hands.

Ennui. The player is required to yawn until he makes someone else yawn.

Grasshopper. The player is expected to hold one foot in his hand and hop around the room on the other foot.

Dog Tray. The player is required to crawl under the table on all fours and bark like a dog.

Moods. The player is required to laugh in one corner of the room, sing in another, cry in a third, and dance in a fourth.

Smiles. The player is required to bestow a smile on everyone in the room.

THE END

ALPHABETICAL INDEX

ALPHABETICAL INDEX

Action charades, 87.
Adverb charades, 162.
Advertising cut-ups, 72.
Advertising yourself, 73.
Advice, 167.
Alice in Wonderland, 55.
Animal hunt, 92.
Animals, 108
Animated art, 111.
Ankle race, 99.
Apple race, 98.
Appleseed test, 115.
Archery, 138
Auction, 62.

Balloon bat, 97.
Bead race, 146.
Bird games for older group, 127.
Blowing the candles, 115.

Capitol, 124.
Card hunt (Mad March Hare), 54.

Celebrities, 81.
Character, 166.
Chart game, 163.
Chasing the pirate, 31.
Coat race, 96.
Colored ball hunt, 60.
Confetti pictures, 126.
Contests, 109.
Cotillion figures, 13.
Crossing the ice, 22.

Deck tennis, 101.
Description, 93.

Easter bunny, 61.
Egg race, 96.

Fame, 83.
Fishing, 125.
Flag race, 98.
Flag tag, 89.
Flower, fruit, or vegetable, 22.
Follow the flag, 86.
Fortune telling, 81.
Frog in the sea, 151.
Future, 118.

Geographical charades, 75.
Great names, 163.
Guess the birds, 127.
Guessing the birds, 123.
Guessing the months, 19.

Hallowe'en games, 116.
Have a heart, 39.
Heart hunt, 40.
Heart's desire, 37.
Heart's desire hunt, 39.
Heart's fate, 38.
Hide the clock, 88.
History, 44, 165, 167.
Horse race, 132.
Hunt the card, 66.
Hunt the flag, 86.
Hunt the ring, 152.
Hunting pebbles, 126.
Hunting the turkey, 137.

Indoor croquet, 23.
It pays to advertise, 71.

Journey to the stars, 82.

Kangaroo race, 98.
Knowledge, 127.

Laughing hat, 56.
Lobster race, 96.

Mad hare's tea, 56.
Making horses, 134.
Making pictures, 126.
Menagerie, 108.
Meow, 150.
Mother Goose in the dell, 156.
Mother Goose rhymes, 157.
Mother Goose stagecoach, 157.

Naming the capitals, 76.
Newspaper race, 88, 133.

Old broken-down horse, 131.
One-foot race, 98.
Outdoor circus party, 109.
Outdoor treasure hunt, 33.

Packing a trunk, 145.
Patriotic charades, 44.
Pebble hunt, 126.
Plaster clay, 107.
Poetry, 39.
Potato race, 93.

Race for fame, 44.
Rainbow trail, 60.
Red, White, and Blue, 43.
Ring toss, 101.

Sense games, 143.
Shape of your heart, 38.
Shuffle board, 101.
Silhouette party, 47.
Singing rhymes, 158.
Soap sculpture, 107, 133.
Squirrel and nut, 24.
Star hunt, 80.
Statue, 110.
Story (Parties for Younger Children), 151.
Stunts for Hallowe'en, 114.
Suggestions for cotillions, 13.
Suitcase race (Ad Party), 71.
Suitcase race (Travel Party), 92.

Table games, 66.
Talk, 125.
Tape race, 133.
Telegrams, 97.
Telling your fate, 115.
Throw the coin in frog's mouth, 101.
Treasure hunt, 27.

Treasure ship, 30.
Trip around the deck, 102.
Turkey auction, 138.
Two in one, 167.

Valentine making, 41.

Walking the plank, 32.
Washington, D. C., 124.
Water test, 115.
What city are you?, 75.
What do you know?, 45.
What have you seen?, 77.
Wheelbarrow race, 87.
Wild turkey, 136.
Words, 45.

INDEX ACCORDING TO AGES OF PLAYERS

GAMES FOR CHILDREN UNDER SIX

Animal Hunt (Travel Party), 92.
Colored Ball Hunt (Easter Party), 60.
Frog in the Sea (Parties for Younger Children), 151.
Heart Hunt (St. Valentine's Party), 40.
Hide the Clock (Outdoor Summer Party), 88.
Hunt the Ring (Parties for Younger Children), 152.
Hunting Turkeys (Pilgrim Fathers Party), 137.
Ice Cakes (Month Party), 22.
Meow (Parties for Younger Children), 150.
Mother Goose in the Dell (Mother Goose Party), 156.
Pebble Hunt (Bird Migration Party), 126.
Plaster Clay (Circus Party), 107.
Singing Rhymes (Mother Goose Party), 158.
Story (Easter Party), 61.
Story Game (Parties for Younger Children), 151.

GAMES FOR CHILDREN, AGE SIX TO EIGHT

Action Charades (Outdoor Summer Party), 87.
Animals (Circus Party), 108.
Card Hunt (Mad March Hare Party), 54.
Chasing the Pirate (Pirate Party), 31.
Circus Stunts (Circus Party), 109.
Colored Ball Hunt (Easter Party), 60.
Confetti Pictures (Bird Migration Party), 126.
Fishing (Bird Migration Party), 125.
Flag Tag (Outdoor Summer Party), 89.
Guessing the Birds (Bird Migration Party), 123.
Have a Heart (St. Valentine's Party), 39.
Heart's Fate (St. Valentine's Party), 38.
Hide the Clock (Outdoor Summer Party), 88.
Hunt the Card (Card Party), 66.
Hunt the Flag (Outdoor Summer Party), 86.
Hunting Turkeys (Pilgrim Fathers Party), 137.
Making Horses (Horse Party), 134.
Making Valentines (St. Valentine's Party), 41.
Mother Goose in the Dell (Mother Goose Party), 156.
Mother Goose Rhymes (Mother Goose Party), 157.
Newspaper Race (Outdoor Summer Party), 88, 133.
Packing Your Trunk (Jack Frost Party), 145

Plaster Clay (Circus Party), 107.
Potato Race (Travel Party), 93.
Rainbow Trail (Easter Party), 60.
Shape of Your Heart (St. Valentine's Party), 38.
Squirrel and Nut (Month Party), 24.
Star Hunt (Star Party), 80.
Story Game (Parties for Younger Children), 151.
The simpler games from the Hallowe'en Party, 115.
Treasure Hunt (in very simple form), 27.
Treasure Ship (Pirate Party), 30.
Trip Around the Deck (Shipboard Party), 102.
Walking the Plank (Pirate Party), 32.
Wheelbarrow Race (Outdoor Summer Party), 87.

GAMES FOR NINE, TEN, AND ELEVEN YEAR OLDS

Advertising Yourself (Ad Party), 73.
Alice in Wonderland (Mad March Hare Party), 55.
Archery (Pilgrim Fathers Party), 138.
Auction (Easter Party), 62.
Bead Race (Jack Frost Party), 146.
Bear (Circus Party), 108.
Capitol (Bird Migration Party), 124.
Contests (Circus Party), 109.
Description (Travel Party), 93.
Flower, Fruit, or Vegetable (Month Party), 22.
Follow the Flag (Outdoor Summer Party), 86.
Guess the Birds (Bird Migration Party), 127.
Guessing the Month (Month Party), 19.
Hallowe'en Tests, 115.
Have a Heart (St. Valentine's Party), 39.
Heart's Desire (St. Valentine's Party), 37.
Heart's Desire Hunt (St. Valentine's Party), 39.
Heart's Fate (St. Valentine's Party), 38.
Horse Race (Horse Party), 132.
Hunting Turkeys (Pilgrim Fathers Party), 137.
Hunt the Card (Card Party), 66.

Hunt the Flag (Outdoor Summer Party), 86.
Indoor Croquet (Month Party), 23.
Laughing Hat (Mad March Hare Party), 56.
Mad Hare's Tea (Mad March Hare Party), 56.
Making Horses (Horse Party), 134.
Making Pictures (Bird Migration Party), 126.
Newspaper Race (Horse Party), 133.
Old Broken-down Horse (Horse Party), 131.
Potato Race (Travel Party), 93.
Race for Fame (Patriotic Party), 44.
Races from Gypsy Trail (Gypsy Trail Party), 96.
Red, White, and Blue (Patriotic Party), 43.
Sense Game (Jack Frost Party), 143.
Shuffle Board (Shipboard Party), 101.
Silhouette Party (Simple Form), 47.
Soap Sculpture (Circus Party), 107.
Statue (Circus Party), 110.
Story (Parties for Younger Children), 151.
Suitcase Race (Travel and Ad Parties), 71–92.
Table Games (Card Party), 66.
Tape Race (Horse Party), 133.
Treasure Hunt (Pirate Party), 27.
Treasure Ship (Pirate Party), 30.
Turkey Auction (Pilgrim Fathers Party), 138.
Walking the Plank (Pirate Party), 32.
Wheelbarrow Race (Outdoor Summer Party), 87.
Words (Patriotic Party), 45.

GAMES FOR TWELVE-YEAR-OLDS AND UP

Advertising Cut-ups (Ad Party), 72.
Advertising Yourself (Ad Party), 73.
Auction (Easter Party), 62.
Celebrities (Star Party), 81.
Cotillion Figures (January Party), 13.
Deck Games (Shipboard Party), 101.
Fame (Star Party), 83.
Future (Hallowe'en Party), 118.
Geographical Charades (Geographical Party), 78.
Guessing the Month (Month Party), 19.
Hallowe'en Tests (Hallowe'en), 115.
Heart's Desire (St. Valentine's Party), 37.
Heart's Desire Hunt (St. Valentine's Party), 39
History (Patriotic Party), 44.
Indoor Croquet (Month Party), 23.
It Pays to Advertise (Ad Party), 71.
Journey to the Stars (Star Party), 82.
Knowledge (Bird Migration Party), 127.
Mad Hare's Tea (Mad March Hare Party), 56.
Naming the Capitals (Geographical Party), 76.
Patriotic Charades (Patriotic Party), 44.
Poetry (St. Valentine's Party), 39.

Shuffle Board (Shipboard Party), 101.
Silhouette Party, 47.
Suitcase Race (Travel and Ad Party), 71–92.
Table Games (Card Party), 66.
Telegrams (A Gypsy Trail Party), 97.
Treasure Hunt (Pirate Party), 27.
Washington, D. C. (Bird Migration Party), 124.
What City Are You? (Geographical Party), 75.
What Do You Know? (Patriotic Party), 45.
What Have You Seen? (Geographical Party), 77.

For an Older Group (Bird Migration Party), 127.
Parties for Young People, 149.

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